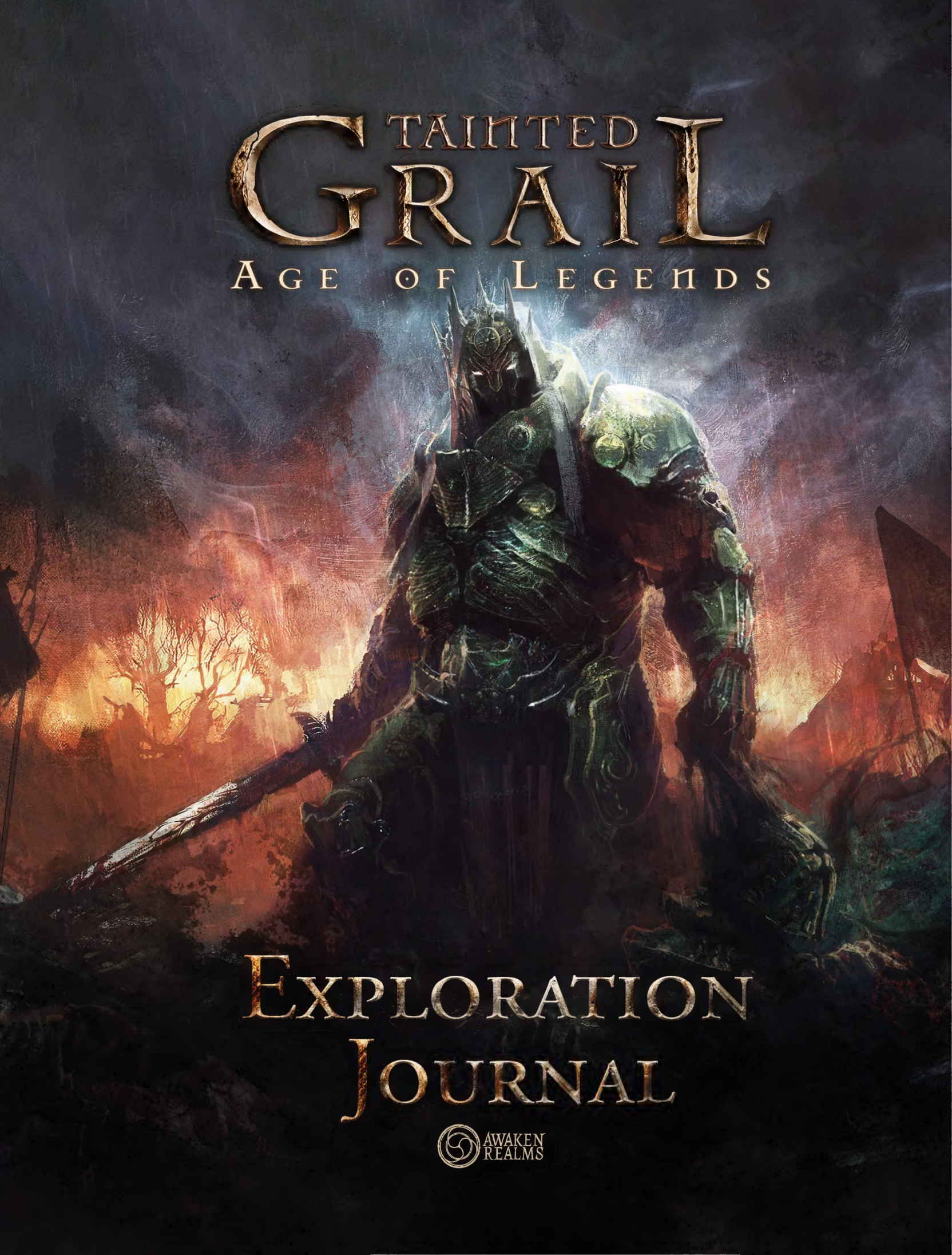

TAINTED GRAIL
AGE OF LEGENDS
EXPLORATION JOURNAL
AWAKEN REALMS

Tainted Grail
Age of Legends

Exploration
Journal

Component List

Models

1 Caolin model

1 Duana model

1 Naazer model

1 Thebalt model

Paper Components

30 save sheets

Age of Legends Exploration Journal

4 starting letters

Tiles

4 Character Tiles

Cards

Standard cards (261):

18 green Encounters

17 gray Encounters

18 purple Encounters

18 blue Encounters

30 Caolin cards

30 Naazer cards

30 Thebalt cards

30 Duana cards

70 Story Event cards

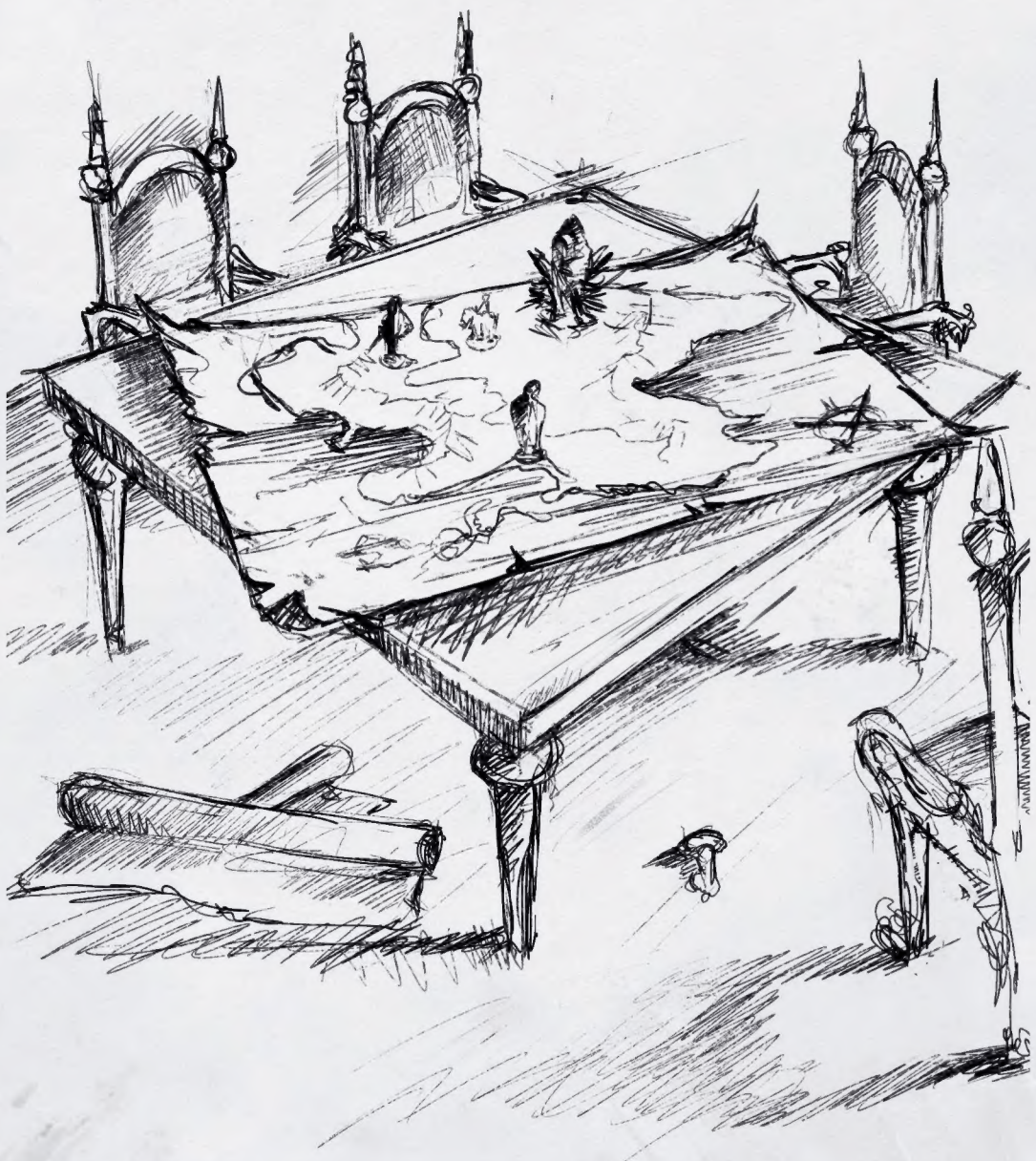
Oversized cards (67):

66 Location cards

1 Help cards

Small cards (45):

45 Secret cards



Four years have passed since humans first made landfall on the shores of this strange land – four years of bitter strife, fear, and hunger.

Assaulted by the Avalonians, who command powers beyond even the mightiest human wizards, Arthur and his warriors clung to their foothold – a spit of land safe from the wyrdness where they raised their fort of Tintagel.

In time, more ships came, slowly turning the fortunes of humans, until they could venture deeper into the island. Now, humanity prepares for another step. Realizing many ships from the Homelands landed in the inaccessible, western part of the Avalon, Merlin plans to map a southern passage, bypassing the enemy capital of Tuathan.

Among hundreds of soldiers, explorers, settlers, and adventurers who decided to follow Merlin on his expedition, even you don't feel out of place...

Introduction

Age of Legends is an additional campaign for Tainted Grail, designed to be played with a dedicated set of Characters. It takes players to the founding days of Avalon and lets them discover the truth behind myths and legends they've met in the other campaigns.

The three main Tainted Grail campaigns can be played in any order, but for the best experience, we suggest players should tackle the **Age of Legends** last, after the **Fall of Avalon** and **Last Knight** campaigns.

Please keep in mind that the **Last Knight** and **Age of Legends** expansion campaigns build upon the core Tainted Grail rules and change some of them. If you have no previous experience of Tainted Grail, we recommend that you start with the core box campaign: **Fall of Avalon**.

Special Rules

Compared to the base game, Age of Legends introduces the following new rules:

Sanctuary

There is now a fourth, additional Location Seal – **SANCTUARY** ( ). At the Start of the Day, if your Character is in a Location with this Seal, they don't gain or lose due to being out of a range of an Active Menhir.

Locations with a Sanctuary seal are also not discarded when out of the Active Menhir range, if there's at least one revealed Location connected to them OR at least one Character on their card. Once the Sanctuary is empty and has no connected Locations, discard it during the **"Remove Locations"** step at the Start of the Day.

Please note that Sanctuary rules are slightly different in the Age of Legends and Last Knight campaigns.

Empowered Menhirs

In Age of Legends, the spells placed on the menhirs are still young and strong. To represent that, Menhirs in this campaign remain lit indefinitely, until:

- A Menhir is removed because of the Active Menhir limit (see "More Than Three Menhirs" below).
- A Menhir is extinguished by the Enemy Army (you will find out more during the campaign).
- You decide to use one of the Skills or Secrets to remove a Menhir.

Each Action of Activating a Menhir will put some red markers on its base. These markers represent the resistance of the arcane rite placed upon the statue. They will be removed by Enemy Armies and some other events. Once all red markers are gone from the Menhir's base, immediately remove this Menhir.

For the purpose of any Skills that drain Menhir of its power, assume the Menhir's power is equal to the number of red markers in its base. For the purpose of any Skills that transfer Menhir's power, transfer the red markers instead.

More Than Three Menhirs

If there are already three Menhir models in use, and you wish to Activate another one, in Age of Legends campaign take one that is furthest from all Characters. If there are several Locations with a Menhir model within the same distance from Characters, take the model from the lowest-numbered of these Locations.

Out of Range Locations

In some instances of this Campaign, you will have no Active Menhirs anywhere on the map. If that happens the following rules apply:

- The revealed Locations should never be removed, until you manage to activate a Menhir.
- Your Travel can never reveal a new Location.
- However, if an Event or Journal entry specifically asks you to add a new Location, do it – even if it would be out of the Menhir range. Events and Journal Entries overwrite standard rules.
- At the Start of the Day, each Character out of Active Menhir range loses 1 and gains 1 instead of the standard penalties outlined in the rulebook.

Military Power

Age of Legends campaign introduces a new mechanic known as the Military Power ( ), and a new type of Secret card – a Unit. Both will be described in the Book of Secrets in the appropriate moment of the Campaign.

Until the game introduces you to detailed Military Power rules and grants you your first Units , any Exploration choices that require Military Power are unavailable and should be ignored.

Enemy Army

In Age of Legends, the Fore-Dweller model is used to represent the Enemy Army that tries to push all humans back into the sea and reclaim Avalon. Most often, the model will be placed on several face-down Secret cards that represent specific Units of this Army.

The only way to interact with the Enemy Army is through Military Power ( ) players will build up during this campaign (see section above). You will find detailed rules regarding Armies and Units when they become available in your campaign. For now, remember that on their own players are no match for even a single Enemy Unit!

Unavoidable Damage

A new type of damage icon appears on some of the Age of Legends cards: . It is just a shorter, more convenient way to represent what the core box cards referred to as **"Unavoidable Damage"**. The cannot be prevented! Please note that

effects that completely cancel the Attack or Response may still cancel .

Triple Attribute Keys

New, triple Attribute Key appears on some of the Age of Legends cards: , , , , , . They are similar to double Keys, but connecting them requires at least 3 of a given Attribute to.

Please note: effects that count all connected Keys of a certain type (for example:) also count connected triple and double Attribute keys.

Expansion Icon

All Age of Legends cards contain a special expansion icon ( ) to make sorting them easier. The only exceptions are the Secret cards. For ease of use, Secrets from all Tainted Grail campaigns can be kept in a single deck.

"Global" Keyword

If a Secret card has this Keyword, its rules apply to each Character.

New Traits

Age of Legends introduces the following new Encounter Traits:

Antimagic – You can't connect Magic Keys in this Encounter.

Counter – Whenever you gain or more playing a single card (including all bonuses from Items and Skills), immediately resolve the Opportunity attack.

Elusive – Whenever the Combat Pool value is even, players are unable to connect Bonus (zero is not considered even).

Ethereal – Gain only from cards connected with a Magic Key. If the last card in the Sequence is not connected with a Magic Key, Items, Skills, and any other effects cannot grant any

Fear – If at any point you have more than 0, you Panic.

Focus (rule) – Pick one Party member based on the rule shown in the brackets next to the Focus trait. The enemy will Focus on this Party member. If there is more than one such Character, determine the Focus randomly.

Place a Dial skull-side up on a Tray of the Focused Party member. All Attacks in the Enemy Attack phase target this Party member, even if another Character is currently active.

For example: Focus (lowest) means the Character with least will receive Enemy Attacks during Activations of all Party Members.

Focus (random) means that the target is chosen randomly (for example, by rolling a die).

A focused Player always applies all effects of cards in the Sequence and effects on their own Items the same way as if they were an Active Character.

Leader (number) – if you fail to win this Encounter, place a Secret card with the specified number in your Location and immediately resolve a Battle.

Menacing – If this Encounter is discarded using an Army, each Commander loses 5 Rep.

Multiattack – in the Enemy Attack phase, every Party member receives and gains from the Attack. Cards in the Sequence modify the Attack for every Party member. Items modify the results of the Attack only for Characters who use them.

Trample – all Party members receive 2 at the start of Combat.

Setting up the Age of Legends

Please follow the steps below to start your Tainted Grail: Age of Legends campaign.

I) Importing your game

If you didn't play the Fall of Avalon and Last Knight campaigns, or if you **don't have** Save Sheets from these campaigns, skip this step and go directly to the Character Setup section.

Otherwise, prepare a fresh Age of Legends Save Sheet and find your Fall of Avalon and / or Last Knight Save Sheet. Then, read on to import your choices from the first two campaigns.

WARNING!

MINOR SPOILERS AHEAD – IF YOU HAVE NO SAVE SHEET TO IMPORT, DO NOT READ THE REST OF THIS SECTION.

Last Knight Save Sheet

- If you **have** the **"Decision"** part **1** or **5** status, gain the **"Legacy"** part **1** status. In the distant future, Avalon will be free of wyrdness, and all creatures who depended on it.
- If you **have** the **"Decision"** part **3** status, gain the **"Legacy"** part **2** status. In the distant future, Avalon will return to the wyrdness, dooming humanity.
- If you **have** the **"Keeper"** part **2** status, gain the **"Legacy"** part **3** status. One day, all secrets will belong to a single creature.
- If you **have** the **"Chalk Horse"** part **5** status, gain the **"Legacy"** part **4** status. New stars will be born, as a horse of chalk and limestone ascends into heavens.
- If you **have** the **"Friends"** part **8** status, gain the **"Legacy"** part **5** status. The lost traveler will eventually return and befriend humans.

Fall of Avalon Save Sheet

- If you **have** the **"Final Confrontations"** part **1** status, gain the **"Legacy"** part **6** status. In future, Kamelot will stand alone against the wyrdness, surrounded with stolen menhirs.
- If you **have** the **"Restoring the Order"** part **8** status, gain the **"Legacy"** part **7** status.Your descendants will restore the Round Table.

- If you **have** the **"Fall of Chivalry"** part **8** status, gain the **"Legacy"** part **8** status. Your descendants will ensure the downfall of the Round Table.
- If you **don't have** the **"Reclamation"** status, gain the **"Legacy"** part **9** status. Your descendants will attempt reconciliation, returning the Heart of Tuathan to its owners.

The Ultimate Secret

If you gained Secret card **90** in the **Fall of Avalon** campaign, gain it now as well. You start the Age of Legends with this card in your possession.

If you gained Secret card **91** in the **Last Knight** campaign, gain it now as well. You start the Age of Legends with this card in your possession.

II) Character Setup

To set up Characters for the Age of Legends campaign, use the Character Setup from the rulebook with the following changes:

I) Choose a Character Tile representing one of Age of Legends Heroes (**Caolin**, **Thebalt**, **Naazer**, **Duana**) or **Niamh**.

II) – XI) No Changes.

III) World Setup

Use the World Setup procedure from the rulebook with the following changes:

I) Place Location **301** in the middle of your play space and place all the Character models you are starting the campaign with there.

II) Do not place a Menhir there!

III) No changes.

IV) Take all Encounter Cards with the Age of Legends symbol ( ). Add the following Encounter Cards from the base game:

Gray Core Box Encounters:

Difficulty 1:
- 2x Wyrd-Claimed
- 2x Band of Highwaymen
- 1x Clansman
- 1x Crazed Farmhand

Difficulty 2:
- 2x Seasoned Warrior
- Bowmaiden

Difficulty 3:
- Beastslayer

Green Core Box Encounters:

Difficulty 1:
- Wyrdbear
- 2x Frenzied Boar
- 2x Pack of Strays

Difficulty 2:
- Wyrdbear
- Trapdoor Hunter
- Flock of Puffins
- Dobhar-Chù

Difficulty 3:
- Alder Tree
- Selkie

Purple Core Box Encounters:

Difficulty 1:
- Wyrd-Claimed
- 2x Whispering Wisp
- Apparition
- 2x Mist Stalker

Difficulty 2:
- 2x Dreadcrawler
- Wyrdchild
- Four Magpies

Difficulty 3:
- 2x Yr Hen Wräch
- Fore-Dweller Spirit

Blue Core Box Encounters:

Difficulty 1:
- Curfew
- Mourners
- Law of Hospitality
- Breath of Wyrdness
- Plague

Difficulty 2:
- 2x Calm Before the Storm
- Drunken Knight
- Slick Fraudster

Difficulty 3:
- Calm Before the Storm
- Omen
- Robbed!

Additionally, if you use the optional **Monsters of Avalon: Past and Future** or **Past and Future Alternative Encounters Card Pack** expansion, add the following modified Encounter cards to the Encounter decks and remove any Age of Legends cards with the same names:

- The Pale Lady (gray)
- The Pale Lady (green)
- The Pale Lady (blue)
- Bean-Chioch
- Wyrmlings
- Unchained Warbeast
- Kelpie
- Corrupted Druid
- Horned Warden
- Dearg Due
- Manipede
- Doomwing

Some of the above are Diplomatic Encounters. If you draw a Diplomatic Encounter with icon next to its name, it will act as any other Guardian if you fail or avoid it. Note that you can find Diplomatic Encounters not only in the blue Encounter deck (treat their Value as 0 for the purpose of any rules that check card's Value).

V) Add all Age of Legends Secret cards to the Secret cards from the base game.

VI) Prepare an Age of Legends Save Sheet.

VII) Use an additional Age of Legends Help Card from this campaign.

VIII) No changes.

IX) Use the Age of Legends "Chapter 1 Setup"card and Event cards.

X) No changes.

IV) Saving the Game

All additional Tainted Grail campaigns (including Age of Legends) use many components of the Tainted Grail core box and are meant to be saved in the core box.

Once you prepare this campaign, following the rules outlined above, remove any unused Fall of Avalon cards, Fall of Avalon Journal, and Fall of Avalon Character tiles from the core box and store them in the additional campaign box.

Use four core box Quick Save slots to save all Character decks, Items and Secrets for this campaign.

Store Locations and all other cards used by the campaign in the core box compartments.

Use the portable model tray found in the additional campaign box to carry all models you use in this campaign.

(Optional) Age of Legends Story Mode

The default difficulty of Tainted Grail puts emphasis on survival and resource management, and the constant pressure it puts on players may be overwhelming for groups who simply want to travel and enjoy the story. If you felt too hard pressed in the Fall of Avalon campaign, the Story Mode will offer you a more laid-back experience, focused on story and exploration.

Use the basic Story Mode rules, found on page 22 of the rulebook.

Additionally, remove the plastic limiter piece from the game and mark with a regular marker instead. Your does not limit your and you won't Panic in Combat or Diplomacy.

(Optional) Age of Legends Challenge Mode

In addition to using the Challenge Mode options from the rulebook, you may use the following rule:

Wall of Iron

Whenever you enter a Location occupied by a Unit and are forced to retreat, return to the same Location you came from.

301 Eye of the Storm

If you **don't have** the **"Valiant Defeat"** part **1** status, go to Verse 3. Otherwise, read on:

The sights, sounds, and smells of battle assault your senses. The fighting rages, as ferocious as it is one-sided. The remnants of the human army fight to their last breath, while enemy cavalry mounted on winged beasts dive at them from the sky. Countless misshapen creatures prowl the battlefield, finishing off the wounded. Waves of war magic ripple through the air, stripping skin and flesh from bones. Entering this mayhem is extremely dangerous.

- **Walk onto the battlefield** (requires at least 1 or at least 5) *This will be dangerous.* Go to Verse 1.
- **Leave** – Exploration ends.

1

Carefully avoiding enemies, you return to the field. In the distance, isolated groups of humans make their stand, surrounded by wyrdness and enemies.

- **Help direct other people to safety** (requires **"Valiant Defeat"** part **2** status) – go to Verse 7.
- **Head to the birch grove looking for the young standard-bearer** (requires **"Valiant Defeat"** part **5** status) – go to Verse 8.
- **Leave** – go to Verse 4.

2

Without a second thought, you dart from the safety of the statue, reach Pelleas and Merlin, and help them forward. Merlin lifts his head with visible effort, bleeding from his nose and mouth.

"Too late. It's already upon us."

A nearly invisible creature approaches. The bodies impaled on its spikes and fragments of pierced armor suspended within its body are its only physical manifestation.

Resolve the **"Veiled Shrike"** purple Encounter (Difficulty 2). If you win, go to Verse 5. Otherwise go to Verse 11 (even if you have the **"You Are Dying"** card).

3

It was desperation driving you into the opening of this twisted statue standing watch at the edge of the battlefield. You never expected this dreadful thing to protect you, but the longer you stay pressed against its warm wyrdstone wall, the more you realized it's done exactly that. Enemies pass without notice, giving the statue a wide berth. Clouds of wyrdness swirl around your hideout. Other humans avoid this place as well with one exception.

From the frenzied melee of the battle, two figures emerge, approaching your statue. The first is knight Pelleas, his armor battered and bent. He helps another figure, draped in a blood-stained robe – Merlin! So far, they haven't noticed you. Pelleas casts a desperate glimpse over a shoulder, as if something was pursuing him.

Gain **"Valiant Defeat"** part **1** status. Choose one:

- **Run out to help them** – go to Verse 2.
- **Shout to them** – go to Verse 10.
- **Stay quiet** – go to Verse 6.

4

Roll a die and add your . Then, check your result:

1-4 – *An ugly beast rears its head, catches your scent, and gives chase. It catches up with you not far from the battlefield.* Resolve the **"Mist Stalker"** purple Encounter (Difficulty 1). Regardless of the result, Exploration ends after this Combat.

5+ – *You successfully leave the battlefield.* Exploration ends.

5

You barely remember dragging Pelleas and Merlin to your hideout, but now you huddle together in the cramped opening of the statue. Pelleas thanks you and swears he won't leave your side until he is able to repay the debt. You nod absentmindedly, focusing on Merlin, who seems exhausted.

Each Party member gains 1 Exp. Gain Secret card **34**. Go to Verse 12.

6

Pelleas and Merlin flee past your hideout, not noticing you. A translucent wave pursues them, an almost invisible creature betrayed only by the dead soldiers and pieces of equipment floating in the air, impaled on its spikes.

The knight and the wizard are too late to escape the danger. The creature impales Pelleas and wounds Merlin, who manages to chase it away with his last spell before collapsing to the ground not far from your statue. Only now, with the creature gone, do you muster the courage to drag the wizard to your hiding place.

Gain the **"Grave Wound"** status. Each Character with 1 or more gains 1 . Go to Verse 12.

7

If you **have** the **"Survivors"** part **1** status, there's no one else to help – Exploration ends. Otherwise, read on:

One of the Avalonian war beasts takes interest in you.

Toss a dial:

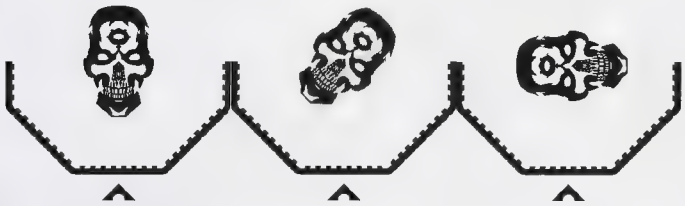
Skull – Draw and resolve the **"Fore-dweller Wretch"** purple Encounter (Difficulty 2).

Grail – Draw and resolve the **"Veiled Shrike"** purple Encounter (Difficulty 2).

If you win, go to Verse 9. Otherwise, Exploration ends.

8

If you **have** the **"Valiant Defeat"** part **6** or **7** status, the boy is no longer here. Exploration ends. Otherwise, go to:



9

You manage to rescue some groups of stragglers and point them to safety.

Each Character loses 1, and gains 1 Exp and 2 Rep. Gain the **"Survivors"** part **1** status. Exploration ends.

10

Clued by your shouts that rung above the noise of the battlefield, Pelleas raises his head and notices you. He picks up the pace but fails to notice a translucent wave; an almost invisible creature that is betrayed only by dead soldiers and pieces of their equipment impaled on its spikes.

The creature impales Pelleas, but Merlin chases the beast away with his last spell and manages to reach your hiding place.

Go to Verse 12.

11

You do your best, but creature wounds you gravely with its spikes, and leaves a deep gash on Merlin's head. You would join the beast's grizzly collection of trophies if not for Pelleas. In desperation, he throws himself against the entity and hacks at it, even as two spikes pierce his plate. His sacrifice buys you time to reach the statue.

Gain the **"Grave Wound"** status.

Each Character with fewer than 2 restores their up to 2. Each Character with 1 or more gains 1.

Go to Verse 12.

12

Merlin, the most powerful wizard of your age, lies in your arms, helpless as a baby, choking on his own blood. You do your best to help him. When he finally regains some consciousness, he's surprised to be alive.

"Magnificent," he says quietly. "It would seem your ulterior desire for safety produced an important discovery. Look the wyrdness avoids this statue. And the enemy's war magic... it would strip the flesh from your bones, but it has no power here. Alas, it would be foolish to think we're invisible to the enemy, but this statue affords us protection nonetheless."

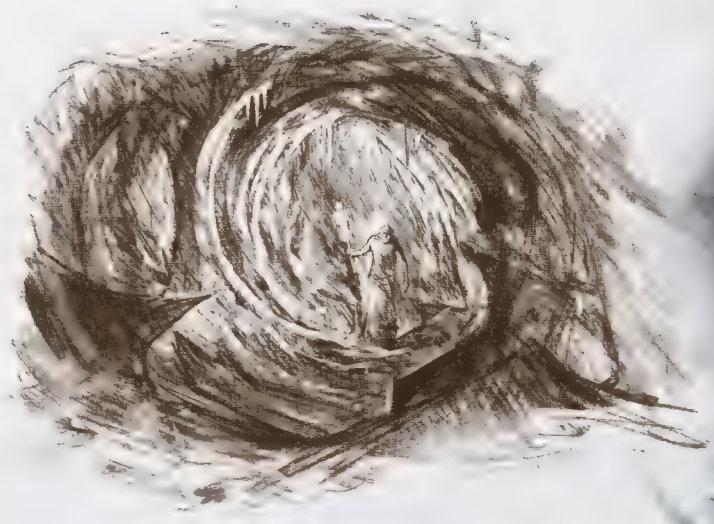
Merlin reaches into his robe and produces a strange scroll, dripping with liquid shadow.

"Fortunately, I have a trick up my sleeve well, more like in my pocket, but you get the gist. The only thing is ... it requires a source of power to activate. Can you help?"

- **Agree** (lose 2 per Character, split any way the players choose) – go to Verse 13.
- **Disagree** *Merlin must power the scroll himself.* Go to:

13

Go to:



305 Mouth of Tuathan

You stand before the only known way into the ancient city of Tuathan. Far at the end of the canyon, impossible plateaus and constructs twist upon themselves, looming in clouds of the purest wyrdness you've ever seen. Pairs of enormous statues flank the passage, their shadows cutting the road like black rivers.

If you're playing **Chapter 12**: **Part 2**, go to Verse 9.

If you're playing **Chapter 14**, go to Verse 3. Otherwise, read on:

The gaping mouth of Tuathan exhales wyrdness and madness in equal measure. You see no reason to linger.

Each Party member gains 1. Exploration ends.

1

You approach the first statue. It seems to be watching you, piercing your soul, looking for any weakness. You can only withstand its gaze for a moment, before you are forced to retreat. You begin to realize that entering the valley would not end well.

Go back to the start of this Location and make another choice.

2

Lancelot helps you form ranks at the end of the valley. Unfurled banners flap in the wind coming from the city, that brings strange, unnerving smells. Your soldiers taunt the enemy, using every insult in every language of the Homelands, but nothing happens.

- **Keep provoking** (pay 1 and 1 Rep) – go to Verse 5
- **Try something else** – go back to the start of this Location and make another choice.

3

You meet a group of soldiers, stumbling away from the Mouth of Tuathan. Some are still sane enough to tell you about their infernal struggle in the enemy capital. Time and space constantly played tricks on them, and wyrdness warped their bodies and minds, as they pushed into the city for days, their ranks melting like snow. Finally, deep in the capital, a radiant creature appeared from the skies and attacked them. This is when this particular group broke off and ran.

It seems that to learn more, or to save the remnants of the army, you have to enter Tuathan yourself.

IMPORTANT: Once you embark on your final trip to Tuathan, there's no coming back! If you have anything else to do, return here later.

- **Leave** – *You don't feel ready to head into the city.* Exploration ends.
- **Follow Arthur** (requires all Characters, this will end your campaign) – *The city is calling you.* Go to:

4

The valley opens before you; a gash on the face of reality, slowly exhaling its wyrdness-infused breath. You're almost past the first row of statues, when sudden, sharp pain pierces you chest like a knife. Your heart is racing. Your back covers with sweat. Your men fare even worse: many begin to retreat. Some, confused by the pain, go in the wrong direction, entering the valley deeper, until they are beyond your help.

Their dying screams will haunt you for a long time.

Each Party member gains 2 and loses 2 Rep. Discard one random Secret card **75** and one random Secret card **76**, if you **have** any.

Exploration ends.

5

Archers loose arrows into the wyrdness on the other side of the wall. Some soldiers come as close as the first pair of guardian statues and flash their buttocks in the direction of the enemy and his eternal city. Its ineffective.

- **Keep provoking** (pay 1 and 1 Rep) – go to Verse 7.
- **Try something else** – go back to the start of this Location and make another choice.

6

Set aside one Unit card and read on:

It takes some convincing to get one of the regiments move deeper into the valley. At first, soldiers seem to be making good progress, but shortly after going past the first pair of statues, the ranks begin to break. It's hard to tell from the distance, but the soldiers seem to be in terrible pain and distress. The formation disintegrates. Some fall to their knees, pressing their hands to their ears. Some run back in panic. Some, confused by the pain, go in the wrong direction, entering the valley deeper, until they are beyond your help.

Their dying screams will haunt you for a long time.

Discard the Unit card you've set aside and lose 2 Rep. Exploration ends.

7

Go to:

8

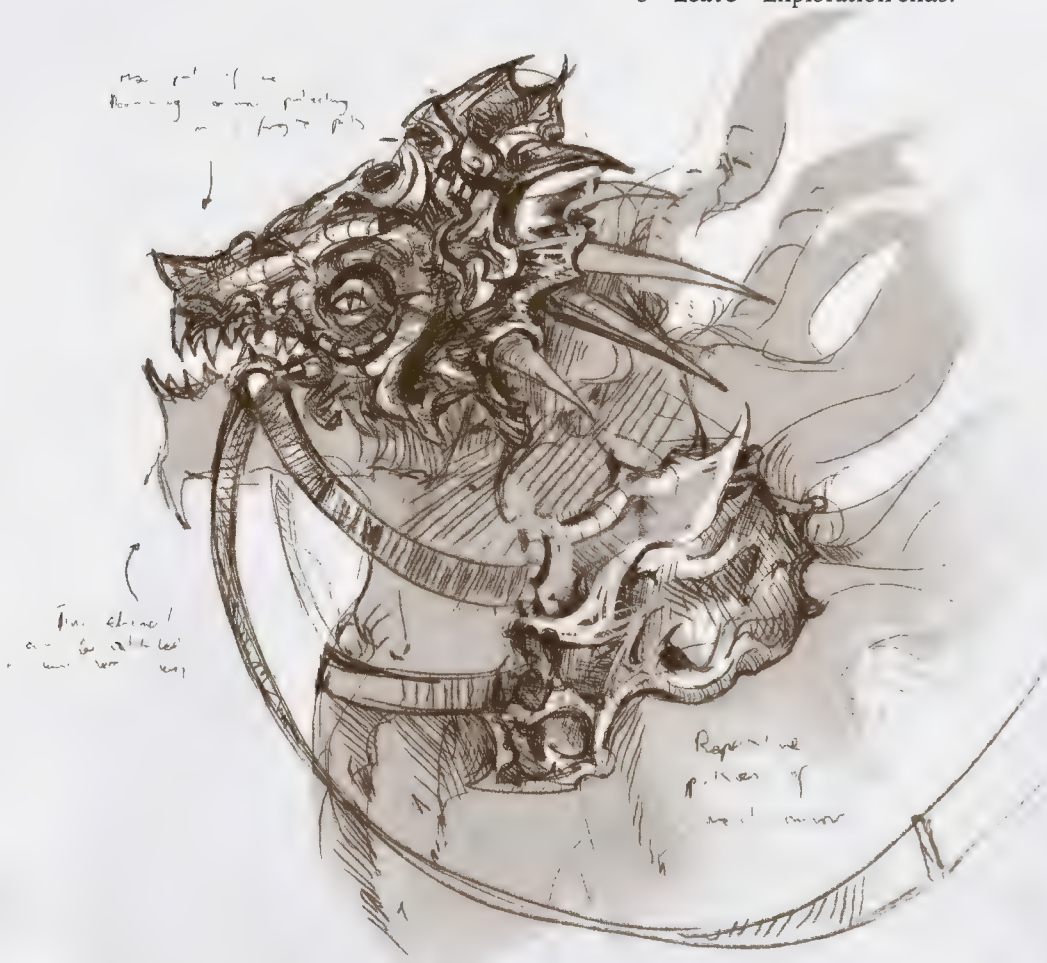
Go to:

9

At the end of the valley, deadly clouds of wyrdness swirl around facades of structures that defy laws of human reality.

Somewhere inside, the largest enemy army anyone has ever witnessed is prepared to make a move.

- **Inspect the statues** – go to Verse 1
- **Provoke the enemy from a distance** (requires at least 1) – go to Verse 2.
- **Send a decoy force into Tuathan** (requires at least 1)
  What better way to provoke them than with a feigned attack? Go to Verse 6.
- **March into Tuathan** (requires at least 1) – go to Verse 4.
- **Build an outpost** (requires at least 2 , pay 2 Rep) – go to Verse 8.
- **Leave** – Exploration ends.



310 Redwood Windfall

Each tree would stand as a wonder back in the Homelands, but even their immensity failed to save them from the enormous storm hanging above the windfall.

Beside these titanic piles of rotting wood, you feel like a mouse before a haystack.

- **Look for a safe hideout** (only if you **don't have** the **"Valiant Defeat"** part **2** status) – go to Verse 1.
- **Visit the Horned Apostle** (requires the **"Huntsmen"** part **1** status) – go to Verse 7.
- **Approach the storm** – go to Verse 9.
- **Leave** – Exploration ends.

1

Climbing the fallen trees and squeezing under them requires a lot of effort. How deep do you want to go?

- **A hundred steps or so** – go to Verse 3.
- **Wander until you see nothing but fallen redwoods around you** (pay 1) – go to Verse 4.
- **Push on to the very heart of this place** (pay 2) – go to Verse 7.

2

If you **have** the **"Grave Wound"** status, go to Verse 6. Otherwise, read on:

Merlin seems pleasantly surprised to see you alive. He was sure the scroll sent you into the solid rock, or beneath the ocean. Skipping courtesies, he tells you of an idea to shelter this place from the eyes of enemy scouts. Unfortunately, he spent most of his power in the battle and needs your help.

New Task: Help Merlin convert this den into a safe place.

- **Assist Merlin in securing the hideout** (pay 1 Magic per Character) – go to Verse 8.
- **Tell him you don't have enough power** – go to Verse 10.
- **Promise to assist him later** *"Very well, but I'm afraid if you take too long, we might be in for another battle. And my sleeves are now empty of tricks..."* Go to Verse 4 and make another choice.

3

You seek shelter within the windfall, but everywhere you go, you have a feeling the enemies and their beasts won't have any problem discovering you. You need to head deeper!

- **Wander until you see nothing but fallen redwoods around you** (pay 1) – go to Verse 4.
- **Push on to the very heart of this place** (pay 2) – go to Verse 7.
- **Leave** – Exploration ends.

4

You spot a den, almost covered by the fallen logs piled around it like the columns of a collapsed temple. A ragged human banner hangs by the entrance. Inside, squinting your eyes in the light of a single torch, you find some exhausted, wounded soldiers and a familiar, bearded face.

Merlin is here, surprised and happy to see you.

- **Talk to Merlin** – Go to Verse 2.
- **Help the critically wounded** (pay 2 per Character) – *Without aid, they won't last long.* If you **don't have** the **"Survivors"** part **2** status, each Party member gains 1 Rep and loses 1. Then, gain the **"Survivors"** part **2** status and make another choice.
- **Leave for now** – Exploration ends.

5

Roll a die, add your , and check the result below:

- **1** – *You walk straight into a terrified bear, hidden in a shallow den under one of the trees. The wyrdness has changed it into something horrible and fierce.* Resolve the **"Wyrdbear"** green Encounter (Difficulty 1). After this Combat, Exploration ends.
- **2** – *You slip on one of the enormous logs and sprain your ankle.* The Party member with the lowest loses 1. In the case of a tie, choose the affected Party member randomly. Then, Exploration ends.
- **3-4** – *A startled hare notices you. You only have a split second before it scurries away.* Draw and resolve the **"Forest Hare"** green Encounter (Difficulty 1). After this Combat, Exploration ends.
- **5+** – *You come upon a doe that doesn't seem afraid of you. It's likely never seen a human in its life.* Gain 2 Food. Exploration ends.

6

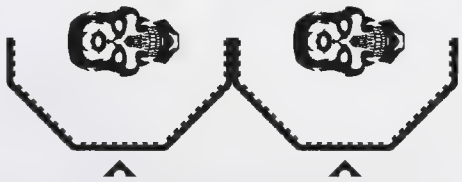
Merlin is barely alive, but pleasantly surprised to see you. He was sure the scroll cast you into the middle of the ocean or into solid rock miles below the ground. He plans to secure this place from the wyrdness and the prying eyes of enemy scouts. Unfortunately, his powers were drained in the battle, and his wound only made things worse. You must aid him.

New Task: Help Merlin convert this den into a safe place.

- **Assist Merlin in securing the hideout** (pay 2 Magic per Character) – go to Verse 8.
- **Tell him you don't have enough power** – go to Verse 10.
- **Promise to assist him later** – *"Very well, but I'm afraid if you take too long, we might be in for another battle. And my sleeves are now empty of tricks..."* Go to Verse 4 and make another choice.

7

Go to:



8

Thanks to Merlin's magic, you create a safe hideout in the middle of the windfall. Once you lock it down, the enemy has no chance of detecting it. The question remains: Should you conceal it now, or first gather more survivors, scattered throughout the surrounding lands?

Gain the **"Valiant Defeat"** part **2** status.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and loses 2.

Remove this Location card from the game and replace it with Location **311** (Last Outpost).

Discard the Active Quest and resolve the **Chapter 1**: **Part 6** card from the Event deck. Do not change the structure of the rest of the Event deck.

Exploration ends.

9

Go to:

10

"Oh," Merlin says, "forgive me, I tend to forget how ... unmagical regular people are."

You don't know whether he's truly sorry or hurling a barely concealed jab. The king's wizard continues:

"Anyway, there are two potent sources of which I know. One is the storm over this very forest, but tapping into it requires at least a passable magic user. When on my way here, I also went past some peculiar hot springs. Some of the waters there seemed to contain latent arcane energies.

"Wherever you decide to go, be quick about it. If you take long, we might be in for another battle. And my sleeves are now empty of tricks..."

Exploration ends.

If you're playing **Chapter 13**, go to Verse 17.

If you're playing **Chapters 4-12** or **14-15** go to Verse 13.

Otherwise, read on:

The hideout is well hidden and full of lucky survivors. There's just one problem: this diminutive outpost lies deep behind enemy lines, hundreds of miles from the nearest human settlement. The future of this place remains just as fragile as the magical wards shielding it from enemy eyes.

- **Hide until the end of the battle** (only available in **Chapter 1**; requires all Characters) – go to Verse 1.
- **Ask for supplies** *There must be something they can share with you.* Go to Verse 4.
- **Ask Merlin for help** (only if your is 3 or less) – go to Verse 14.
- **Command the outpost or recruit an army** – go to Verse 15.
- **Head out into the windfall** – go to Verse 3.
- **Speak to the sergeant you saved** (only available in **Chapter 2** and if you **have** the **"Valiant Defeat"** part **6** or **7** status) – go to Verse 16.
- **Leave** – Exploration ends.

1

Everyone caught outside will likely die, including many survivors. And there's also no telling how long will you have to hide...

- **Do it** (requires at least 1 part of the **"Survivors"** status; this ends your Chapter) – go to Verse 7
- **Reconsider** – go to start of the Location and make another choice.

2

If you **have** all parts of the **"Outpost Strength"** status, there's nothing more you can do here; go back to the start of the Location and make another choice. Otherwise, read on:

If this isolated outpost is to survive this deep in enemy territory, it needs to be strong and self-sufficient.

- **Donate food** (pay 3 Food) – gain the **"Outpost Strength"** part **1** status and 1 Rep. Then, make another choice.
- **Donate equipment** (discard an Item) – gain the **"Outpost Strength"** part **2** status and 1 Rep. Then, make another choice.
- **Help build up defenses** (pay 4) – gain the **"Outpost Strength"** part **3** status and 1 Rep. Then, make another choice.
- **Help raise magic wards** (pay 2 Magic) – gain the **"Outpost Strength"** part **4** status and 1 Rep. Then, make another choice.
- **Leave Sir Pelleas to command the outpost** (discard Secret card **34**) – gain the **"Outpost Strength"** parts **5** and **6** statuses and 1 Rep. Then, make another choice.
- **Do something else** – go back to the start of this Location and make another choice.

3

The windfall stretches before you, piling up to the heavens.

- **Visit the Horned Apostle** (requires **Special Event R**) – go to Verse 6.
- **Hunt** – *A magnificent forest like this one surely was home to many animals. Some of them might still be around.* Go to Verse 5.
- **Approach the storm** – go to Verse 8.
- **Return to the Outpost** – Exploration ends.

4

If you **have** at least 4 Rep and **don't have** the **"Scrounger"** part **1** status, each Character gains 1 Food; then, gain 1 random Item and the **"Scrounger"** part **1** status. Exploration ends.

5

Gain 1 Food. Roll a die, add your , and check the final result below:

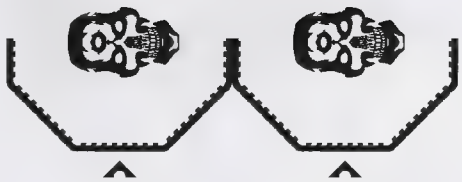
1 – *You slip on one of the enormous logs and sprain your ankle.* The Party member with the lowest loses 1 . In the case of a tie, choose the affected Party member randomly. Then, Exploration ends.

2-3 – *You walk straight into a terrified bear, hidden in a shallow den under one of the trees. The wyrdness has changed it into something horrible and fierce.* Resolve the **"Wyrdbear"** green Encounter (Difficulty 2). After this Combat, Exploration ends.

4+ – *A startled hare notices you. You only have a split second before it scurries away.* Draw and resolve the **"Forest Hare"** green Encounter (Difficulty 1). After this Combat, Exploration ends.

6

Go to:



7

You spend three days cowering in your hideout like mice, listening to the faint sounds of the skirmishes outside. Many patrols walk by, but none find this place. After a time, everything goes silent. A wave of relief washes over you as you realize you survived the impossible. Only Merlin doesn't join the celebrations. Some new thought clearly absorbs him...

Each Character pays up to 3 Food and then loses 3 reduced by the number of Food paid.

CONGRATULATIONS! You've completed **Chapter 1** of the Age of Legends Campaign.

All Characters lose 3, restore all their, and gain 1 Exp.

Remove the **"Eye of the Storm"** Location (**301**) from the game and replace it with the **"Quiet Battlefield"** Location (**314**).

Then, attach the **"Earthsurge"** Location (**316**) to the right of the **"Quiet Battlefield"** Location (**314**).

Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 2** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

8

Go to:

9

If you **have** the **"Desperation"** Secret card (**72**), go to Verse 18. Otherwise, read on:

Merlin helps you gather the people of the outpost, and you do your best to explain the situation. When you get to the part about breaking through the enemy army, most survivors simply avert their eyes. They're discouraged, wounded, and afraid of venturing too far from the safety of this outpost. A one-eyed cavalry captain stands up and says:

"This is madness! There aren't enough of us to fight, and I won't entrust my life to the magic of these statues you tell us about. We need to stay put until Tintagel sends rescue!"

Many are quick to agree. You realize convincing them won't be easy but every brave deed thus far counts in your favor now.

- **Leave for now** – Exploration ends.
- **Make an inspiring speech** – go to:

10

The outpost is in turmoil, caused by the news of the civil war. If you want to do something here, you must return later.

Exploration ends.

11

Little remains of your windfall outpost: some shattered bones, desperate messages scribbled on tree trunks, a tattered banner trampled into the ground. In the end, the outpost was too weak to survive this far from civilization.

Gain the **"Eternal Rest"** part **4** status if you **don't have** it yet. Choose one:

- **Head out into the windfall** – go to Verse 3.
- **Leave** – Exploration ends.

12

1-4 – *Enraged by your treachery, soldiers attack!* Resolve the **"Rebel Lord"** gray Encounter (Difficulty 4). Regardless of the result, Exploration ends.

5-8 – *They ignore your arguments.* Lose 1. Exploration ends.

9+ – *You succeed! The loyalty of the outpost flips as soldiers agree to support the rebels.* Gain the **"Rebels"** part **6** status and each Party member gains 1 Exp. Exploration ends.

13

If you **have** the **"Eternal Rest"** part **4** status, go to Verse 11. Otherwise, read on:

You haven't seen this place in a while. You wonder whether it still holds.

Roll a die. If the result is more than the number of your **"Outpost Strength"** statuses, go to Verse 11. Otherwise, read on:

To your surprise, this lone speck of humanity in foreign, hostile land still stands.

If you're playing **Chapter 13**, go to Verse 17. Otherwise, choose one:

- **Ask for supplies** *There must be something they can share with you.* Go to Verse 4.
- **Rest at the outpost** (this will end your day) – Each Party member gains 2 and loses 1. Each Party member Passes for the rest of the day. Exploration ends.
- **Head out into the windfall** – go to Verse 3.
- **Command the outpost or recruit an army** – go to Verse 15.
- **Leave** – Exploration ends.

14

Merlin grumbles as he looks at your deep wounds.

"You realize my power is limited, and there are many things that require my attention? Please do not get yourself mauled like this again!"

Then, he weaves a spell. Other wounded, clearly refused the same treatment, look at you with jealousy.

Each Party member with 3 or fewer gains 3. Lose 2 Rep and 1 Magic. Exploration ends.

15

It will take work to bring some sense of order to this place.

- **Command a foraging party** (Pay 1 and 1 Rep) – if there's no Time Token on this Location, gain 1 Food for each part of the **"Survivors"** status. Then, place a Time Token on this Location. Exploration ends.
- **Help the critically wounded** (pay 2 per Character) – *Without aid, they won't last long.* If you **don't have** the **"Survivors"** part **2** status, each Party member gains 1 Rep and loses 1. Then, gain the **"Survivors"** part **2** status and make another choice.
- **Strengthen the outpost** *If not strong enough, it will not survive.* Go to Verse 2.
- **Muster an army** (only available in **Chapter 3: Part 3** or **Part 4**) – go to Verse 9.
- **Make another choice** – go back to the start of this Location and make another choice.

16

The soldiers safely made their way to the outpost. They are grateful for your help.

Go to:

17

If you **have** the **"Eternal Rest"** part **4** status, go to Verse 11.

If you **have** the **"Loyalists"** or **"Rebels"** part **6** status, go to Verse 10.

Otherwise, read on:

The soldiers of this camp remain fiercely loyal to Arthur. As soon as they hear of the rebellion, they prepare to head for Tintagel.

- **Change their minds** – *After all, Arthur's ambition doomed their army, and their king didn't show any interest in them since.* Roll a die, adding your and the number of **"Concerned Citizens"** statuses. Check your result in Verse 12.
- **Offer to take them to Tintagel yourself** (requires 6 Rep) – gain the **"Loyalists"** part **6** status, one random Secret card **76**, and each Party member gains 1 Exp. Exploration ends.
- **Leave** – Gain the **"Loyalists"** part **6** status and each Party member gains 1 Exp. Exploration ends.

18

Go to:

312 Extruded Plains

It looks like something pushed up portions of this sparsely wooded grassland, forming perfectly square columns of various heights; a surreal, angular landscape undoubtedly difficult to traverse. Cracks and holes in the base of these columns lead into the darkness beneath the plain. White specks of birds circle the tops, their nests safe from predators in the cracks of high walls.

- **Look for a safe place to hide** (only if you **don't have** the **"Valiant Defeat"** part **2** status) – go to Verse 1.
- **Climb up to the highest columns** (pay 1) – go to Verse 3.
- **Go into the caves in the base of one of the columns** – go to Verse 2.
- **Gather eggs from the bird nests** (pay 1, only if you **have** part **1** of the **"Helpful Tricks"** status) – go to Verse 7.
- **Leave** – Exploration ends.

1

Unfortunately, the tops of the columns are too exposed, and cracks in their bases too visible to protect you from your pursuers. You must look elsewhere. The only good thing that came of your search is a cluster of nests, filled with bird eggs.

If you **don't have** the **"Plunderer"** part **2** status, gain 1 Food. Gain the **"Plunderer"** part **2** status. Exploration ends.

2

Go to:

3

Climbing the sheer, vertical wall is an arduous task.

Roll a die and add your remaining . Check the result below:

1-8 – *The fall is terrifying; fortunately, the canopy of trees on the column below breaks it slightly.* Each Party member loses 2. Exploration ends.

9+ – *Hands trembling, you jolt yourself over the edge of the column.* Go to Verse 6.

4

Time flies by as you sit on the edge of the pillar, feet dangling in the air. From up here, you spot two interesting things: a group of humans deep inside the windfall to the west; and cracks in the pillars hiding bird nests filled with eggs.

Gain **"Helpful Tricks"** part **1** status. Exploration ends.

6

This place offers you a great vista of distant lands. To the south lies the battlefield, partially obscured by wyrdness. To the southwest, you see hot springs, salt flats, and geysers belching steam into the air. West of here, a forest of magnificent redwoods once stood until toppled over by a strange vortex, still hanging above.

North and east of you, the giant wall built by Avalonians blocks your vision. They say the enemy capital lies beyond, but no living person has seen it. Finally, far south, the ocean roars, its waves breaking upon sharp cliffs.

- **Stay a while and rest** – go to Verse 4.
- **Climb down** – Exploration ends.

7

Some of the bird nests are easily accessible. You empty them while their occupants flee in terror. It will take some time before the birds dare return.

If there's no Time Token on this Location, gain 2 Food and place a Time Token on this Location.

Exploration ends.

Dream

If you're playing **Chapters 2-15**, your night is quiet – the Dream ends.

If you're playing **Chapter 1**, read on:

A hunt is on. The unspeakable wyrdbeasts raise their snouts to catch the scent of their prey. The tendrils of wyrdness poke and prod at every hole and crevice. The ground itself reports to the keepers of this island, telling them who dared tread it without an invitation.

They've caught your trail. They're coming.

Each Character who has this Dream gains 1.

Nightmare

Resolve the Dream instead.

The bright and vibrant colors of these pools and streams, shrouded in mist and fine water spray, put to shame even the peacocks of Camlann's famed bestiary. Geysers shoot high into the air, while steam from countless vents hisses dangerously and brings with it sharp, tingling smells. Crystalized salt cakes the trees, also covering most of the ground. This crunchy, delicate surface perfectly preserves many footprints, leading deeper into the springs.

- **Look for a safe place to hide** (only if you **don't have** the **"Valiant Defeat"** part **2** status) – go to Verse 1.
- **Drink from one of the springs** – go to Verse 2.
- **Follow the footprints** – go to Verse 5.
- **Assess the dangers of this area** (requires **Naazer**) – go to Verse 10.
- **Revisit the soldiers** (requires the **"Valiant Defeat"** part **5** status) – go to Verse 14.
- **Leave** – Exploration ends.

1

Despite clouds of steam, the terrain here is too flat to offer any good hiding places not to mention the dangers of walking between the geysers and scalding springs.

- **Go deeper** – go to Verse 5.
- **Assess the dangers of this area** (requires **Naazer**) – go to Verse 10.
- **Finish your search** – go back to the start of this Location.

2

You find a nice spot with access to a blueish stream, a still pool of rust-colored liquid, and an opalescent waterfall with wisps of wyrdness floating above.

- **Try the blue water** – go to Verse 3.
- **Try the orange water** – go to Verse 6.
- **Try the opalescent water** – go to Verse 12.

3

If you **have** the **"Traveler's Knowledge"** part **1** status, your instincts warn you something is not right – go back to verse 2 and make another choice. Otherwise, read on:

The water is hot. Instead of subsiding, the heat only grows more intense after you spit it out. It's an acid!

Lose 2 reduced by your . Exploration ends.

4

If you're playing **Caolin**, go to Verse 11. Otherwise, roll a die and add your . Add +2 if you have the **"Traveler's Knowledge"** part **1** status. Then, check the result below:

1-2 – *You can find no reason for the soldier's strange ailment. What's even worse, you start to feel dizzy yourself.* Lose 1 . You may roll again or end this Exploration.

3-4 – *You start to suspect something poisoned them. Unfortunately, it also affects you.* Lose 1 . You may roll again or end this Exploration.

5+ – *You piece everything together!* Go to Verse 15.

5

Roll a die. Add 2 to the result if you **have** the **"Traveler's Knowledge"** part **1** status. Check the total result:

1 – *The salt crust breaks under your feet and you fall up to your waist into the boiling, acidic water.* Each Party member loses 2 . Go to Verse 17.

2-3 – *You stumble upon a beast quietly lapping water.* Draw a random green Encounter. Regardless of the result, go to Verse 17.

4+ – If you **don't have** the **"Valiant Defeat"** part **5** status, go to Verse 7. Otherwise, Exploration ends.

6

If there is a Time Token on this Location, go to Verse 8. Otherwise, read on:

The water is cool and refreshing. Despite the metallic aftertaste, it brings you true relief.

Each Party member gains 2 . If their is full, they gain 1 instead. Place a Time Token on this Location. Exploration ends.

7

If you're playing **Chapters 2-15**, go to Verse 16. Otherwise, read on:

A group of foot soldiers wearing the colors of Tintagel sit under a rock, amid dense fumes. They do not respond to your calls and look at you with a dulled gaze.

- **Try to find what is happening to them** – go to Verse 4
- **Convince them they need to leave this place** (requires the **"Valiant Defeat"** part **4** status) – go to Verse 13.
- **Leave** – *You don't want whatever got them to get you as well. Besides, you can always return here later, after you gain something that could help convince them.* Exploration ends.

8

As you try to drink the water again, sudden nausea overwhelms you. It seems there's only so much of this pungent liquid your body can tolerate each day.

Exploration ends.

9

Their sergeant tells you about their young cornet and banner boy who was a joy of the entire squad. He lost his way as they fled through a birch thicket at the edge of the battlefield. She is certain the boy might still be alive, but is too weak to return there.

New Task: Find the young standard-bearer in the Eye of the Storm (**301**) or on the Quiet Battlefield (**314**).

Exploration ends.

10

You have seen similar places in your travels. There is a danger here few know about: The mineral crust, though looking solid, can often crack, causing unsuspecting travelers to fall into boiling or acidic pools. You also realize that some dangerous gases found near hot springs are invisible and have no smell.

Gain the **"Traveler's Knowledge"** part **1** status. Go back to the start of this Location and make another choice.

11

Faol sniffs the cracks in the ground and whimpers. It's not safe here!

Go to Verse 15.

12

The water causes pleasant, mind-numbing visions.

Each Party member with fewer than 3 Magic may choose to lose 1 to gain 1 Magic. Exploration ends.

13

Go to:

14

If you're playing **Chapters 2-15**, the soldiers are no longer around – Exploration ends. Otherwise, read on:

The soldiers are mostly clear-headed now, but you're afraid the enemy will find them here.

- **Talk to their sergeant** *She's clearly worried about something and looks around in a confused manner.* Go to Verse 9.
- **Leave for now** – Exploration ends.
- **Point them toward a safe place** (requires the **"Valiant Defeat"** part **2** status) *They move out at once.* If you **don't have** the **"Survivors"** part **3** status, each Party member gains 1 Rep and loses 1 . Then, gain the **"Survivors"** part **3** status. Exploration ends.
- **Report the result of your search** (requires **"Valiant Defeat"** part **6** or **7** status) – go to:

15

It must be the fault of the mind-numbing fumes coming from below ground. The soldiers are barely conscious convincing them to move won't be easy.

Gain the **"Valiant Defeat"** part **4** status. Go back to Verse 7 and make another choice.

16

You discover signs of a bloody, desperate skirmish. It seems an Avalonian patrol found a group of Tintagel soldiers here. There were no survivors, but at least some of their equipment lies scattered on the salt-covered ground.

If you **don't have** the **"Scrounger"** part **6** status, each Party member gains 1 ; then, gain 1 non-companion Item. Gain the **"Scrounger"** part **6** status. Exploration ends.

17

At least now you know what to look out for...

Gain the **"Traveler's Knowledge"** part **1** status. Exploration ends.

Dream

If you're playing **Chapter 2-15**, your night is quiet – the Dream ends.

If you're playing **Chapter 1**, read on:

A hunt is on. The unspeakable wyrdbeasts raise their snouts to catch the scent of their prey. The tendrils of wyrdness poke and prod at every hole and crevice. The ground itself reports to the keepers of this island, telling them who dared tread it without an invitation.

They've caught your trail. They're coming.

Each Character who has this Dream gains 1 .

Nightmare

Resolve the Dream instead.

314 Quiet Battlefield

Eerie silence hangs over the battlefield like a mourning pale. You shiver, wondering whether this disaster buried any hope humans had of clawing out their own holding in Avalon. Is dying at the hands of the enemy or out on the sea the only choice you have left?

As your dark thoughts pass, you notice something stirring here end there beneath piles of bodies. Could the enemy have overlooked some survivors?

- **Approach the menhir** – go to Verse 1.
- **Search the battlefield** – *Weapons? Gold? Survivors? There might be something worth scavenging here.* Go to Verse 4.
- **Look for the lost standard bearer** (requires the **"Valiant Defeat"** part **5** status) – go to Verse 2.
- **Bury the dead** (requires at least 1 ; this may end your day) – *It feels like a right thing to do, but it may attract unwanted attention.* Go to Verse 15.
- **Leave** – Exploration ends.

1

If you **have** Secret card **11**, there is nothing new you can learn about the statue; go back to the start of the Location and make another choice. Otherwise, read on:

The statue that saved your life looks upon the battlefield in a silent meditation. Was Merlin right? Can it really protect you?

- If there are no Quest tokens on this Location, go to Verse 3.
- If there is **one** Quest Token on this Location go to Verse 8.
- If there are **two** Quest Tokens on this Location go to Verse 10.
- If there are **three** Quest Tokens on this Location go to Verse 11.
- If there are **four** Quest Tokens on this Location, go to Verse 5.

Otherwise, Exploration ends.

2

Dead litter the ground in this small birch grove. You're too late.

Each Party member gains 1 . Exploration ends.

3

If you **don't have** Secret card **41**, you still need to complete your task; Exploration ends.

If you **have** Secret card **41**, read on:

Merlin stands here with the hooded, gnarled statue towering over him. He didn't notice your approach, and for a moment you see him in new light: a fragile, tired man, perplexed by powers far beyond him. Yet, when he finally sees you, his face livens up. He turns to you with the same self-confident smile that earned him a place as Arthur's advisor.

"Well? You took your sweet time. I'm eager to start cracking the lid on this mystery."

He sets to work with his books and strange tools, subjecting the statue to various tests, while you sit around bored. When he finishes, you notice his confidence drained away again.

"This... will take some time. The good news is, there's a power in this statue that seems to counteract wyrdness and that's exactly what we need. The unwelcome news... let's just say I've never seen magic like this in my life. And I've seen much."

He sighs and then adds:

"I hope you have enough provisions because we're going to stay here for a longer while. If we are to survive the long way back to our lands, we need to use these statues Now, leave me alone. I need to think."

Put a Quest Token on this Location and discard the **"Merlin's Possessions"** Secret card (**41**).

CONGRATULATIONS! You've completed your Quest.

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 2**: **Part 2** card. Do not change the structure of the rest of the deck.

Exploration ends.

4

As soon as you start your search, something emerges from under a pile of bodies.

Draw and resolve a purple Encounter. Regardless of the result, read on.

You realize Avalonians were cunning enough to anticipate what many marauders and desperate survivors would do. They left their servants throughout the battlefield, creating traps for scavengers like you. You won't find anything here but trouble.

Exploration ends.

5

Merlin asks if you have a proper sacrifice for the statue.

- **No** – Exploration ends.
- **Yes** (Pay 2 per Character, 1 Wealth per Character, and 2 Magic per Character) – go to:

6

"At least we now know why this statue looks so sinister, and why it was bound in chains," Merlin says, wiping sweat from his forehead. "Good work, my apprentice. It all starts to make sense. The spirit here was trapped in a curious state – forever frozen halfway between life and death. The chill of the other side comes in like a cold breeze, solidifying the reality, repelling what we call the wyrdness."

"But that would mean our world is..." Merlin pauses a moment, and a visible shiver comes over him. "Well, that's not important now, is it? Knowing the energy that powers this statue, I can devise a rite that would enhance it hundredfold. However, the offering required would be ... substantial. Fortunately, there is a place nearby that seems rife with arcane energies."

Put a Quest Token on this Location.

Attach the **"Inverse Fjord"** Location (**317**) to the bottom of the **"Earthsurge"** Location (**316**).

CONGRATULATIONS! You've completed your Quest

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 2: Part 3** card. Do not change the structure of the rest of the deck.

Exploration ends.

7

There it is! The oblong shape in the outstretched palm of the statue you first took for a piece of stone turns out to be a puddle of candle wax, gray with time and dust. Knowing what to look for, you find more wax stains and show them to Merlin.

"Oh, you've found it!" the wizard says with a wide smile. "I noticed it a while ago, I just wanted to see whether you were perceptive enough to be my field assistant. Congratulations are in order, I suppose."

Merlin rubs his beard and summarizes the findings:

"This statue clearly had some ceremonial significance. Some of the creatures who inhabit this island used to come here, lay small offerings, and light candles. But why is this shrine so far from their city? Is it marking some specific location? If so, is the power that repels wyrdness tied to the statue, or to the place itself? We need to investigate further. Are you ready to carry on, or are we done for the day?"

Place a Quest Token on this Location. Then, choose from below:

- **Continue the research** (Pay 1 per Party member) – go to Verse 10.
- **Finish for the day** – Exploration ends.

8

Merlin summons you with a gesture and shows you a small object, a trinket made from opalescent metal.

"I found it in the ground next to the statue. There are more. Ritualistic offerings took place here, long ago. We must start by searching the statue and its vicinity for any clues that might reveal the nature of these rites. Let me know when you find something interesting. And I sure hope you know how to tell a piece of pottery from some dried-out manure..."

Roll a die, adding your and . Then, check the result below:

- **1-4** – *You search the statue and its surroundings but find nothing interesting.* Pay 1 and return to the start of this Verse and make another roll. If you don't pay, Exploration ends.
- **5+** – *You make a discovery!* Go to Verse 7.

10

Merlin takes a stroll around the statue and says:

"Its power might come from something below. This means ... digging. A lot of it we need to uncover the foundations of the monument. While you work, I'll organize my notes."

He notices your dirty look and furrows his brow.

"What? You didn't expect me to dig, did you? I haven't touched a shovel in two centuries, and I don't plan on breaking my streak because of some silly adventure."

- **Dig out the statue yourself** (Pay 2 per Character) – go to Verse 14.
- **Find some help** (pay 3 Rep; requires at least three parts of the **"Survivors"** status) *Getting people to work on this eerie battlefield, so far from your safe hideout, won't be easy, but you know which strings to pull.* Go to Verse 12.
- **Leave** – Exploration ends.

11

If there are any Characters outside of the Party, Merlin asks you to gather your friends; Exploration ends. Otherwise, read on:

Merlin carefully draws a magic circle around the statue, placing nine glowing runes along its circumference. He then begins a ritual, aimed at drawing forth the essence within the menhir. To your surprise, a horrific wail comes from the dead stone. A writhing apparition of a four-armed Avalonian rips free from the menhir.

Merlin tries to bind it back, but in the confusion, one of the runes on the sand fades.

"Fix it!" the wizard shouts. "Fix it before this thing kills us!"

Draw Secret card **60**. Then, go to:

12

Only a small number of survivors gathered in the hideout agree to aid Merlin and you in a dangerous experiment on an open battlefield ravaged by wyrdness. You wonder whether this says more about them or about you.

Place a Time Token on the **"Last Outpost"** Location (**311**). Then, go to Verse 14.

13

Your work draws unwanted attention.

Draw two Purple Encounters and resolve one with the higher value. Regardless of the result, continue the game.

14

A deep excavation along one side of the statue reveals its foundation is just a couple of feet thick and covered in strange growths of red wyrdstone resembling roots.

Yet again, Merlin ponders for a long while, rubbing his beard.

"A perplexing mystery. If the statue is not connected to any source of power in the land itself, the source of its power must be hidden within. Time to peek into this lump of stone."

Merlin notices your worried expression and chuckles.

"Don't worry, I won't ask you to break it apart. We don't want to ruin it, don't we? I have other means in mind. This might get a little dangerous, just so you know."

Place a Quest Token on this Location and choose one:

- **Continue the research** (Pay 1 per Party member; requires all Characters) – Go to Verse 11.
- **Finish for the day** – Exploration ends.

15

If you **have** the **"Eternal Rest"** part **1** status, there's no one left to bury – go back to the start of this Location and make another choice.

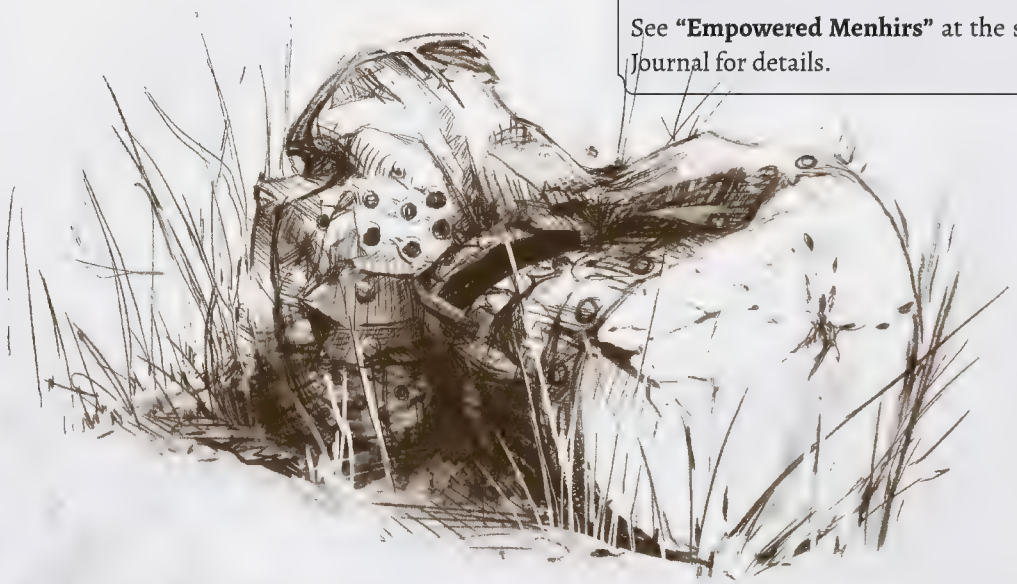
Otherwise, go to:

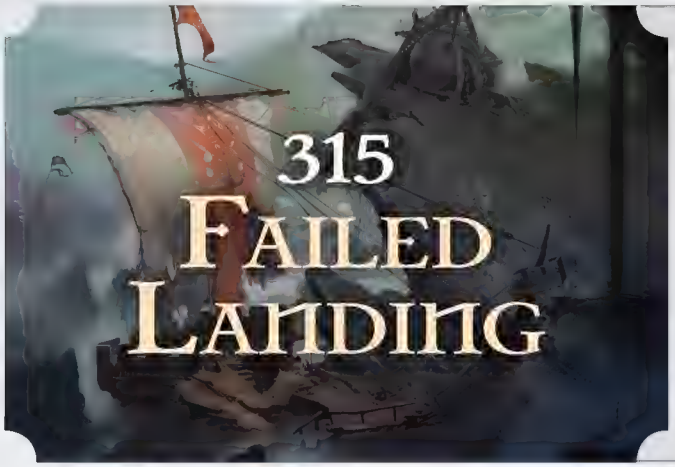
Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2 , 1 Wealth, and 2 Magic (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.





315 Failed Landing

Jagged rocks tower over weather-beaten wrecks impaled at their feet. A small fleet of ships from Tintagel made a desperate effort to land here, bringing relief to the struggling human army. Unfortunately, their captains, though seasoned, failed to remember that in the wyrdness, sharp rocks move just as easily as sea waves.

- **Look for a safe place to hide** (only if you **don't have** the **"Valiant Defeat"** part **2** status) – go to Verse 9.
- **Make your way down to the wrecks** – go to Verse 2.
- **Scout along the shore** (pay 1 per Party member) – go to Verse 7.
- **Leave** – Exploration ends.

1

In the captain's pocket, you find a message from the king himself! It reveals that Arthur knew the dangers of landing here, yet he insisted to make the attempt. The document proves the conquest of Avalon is going worse than most of the people suspect, and that the king withholds vital information from his subjects. Someone in Tintagel might be interested in this letter...

Gain the **"Sensitive Information"** Secret card (**9**). Go back to Verse 6 and make another choice.

2

If you **have** the **"Strange Encounters"** part **1** status, go to Verse 10. Otherwise, read on:

As you peer upon the wrecks, impaled on rocks or tossed around by the waves, you hear a sweet song. Following it, you find a group of beautiful young women sitting on the rock separated from the land by a stretch of stormy sea. They beckon you!

- **Ignore them and focus on the wrecks** – Go to Verse 10.
- **Swim to them** (Pay 1) – Go to:

3

Roll a die and add your or (whichever is higher). Your result was:

1-2 – *Waves throw you violently against the rocks.* Each Party member loses 1. Exploration ends.

3 – *You almost drown.* Each Party member gains 1. Exploration ends.

4 – *Is there something in the water?* If you **don't have** the **"Scrounger"** part **2** status, gain 1 Item and this status. Exploration ends.

5 – *Is there something in the water?* If you **don't have** the **"Scrounger"** part **3** status, gain 1 Item and this status. Exploration ends.

6+ – *You find the wreck of the flagship and enter its hold.* Go to Verse 5.

4

It's undoubtedly the chest you came to retrieve. You need to get it back to Merlin, but you feel tempted to peek inside.

Gain Secret card **41** and the **"Valiant Defeat"** part **8** status.

New Task: Meet Merlin near the statue in the Quiet Battlefield (**314**) and let him perform his experiments.

Exploration ends.

5

If you're playing **Chapter 1**, go to Verse 12. Otherwise, read on:

You manage to find the flagship of the fleet and enter its main hold.

Go to Verse 6.

6

If you **have** the **"Valiant Defeat"** part **8** status, there's nothing more here. Exploration ends. Otherwise, read on:

In the waterlogged hold of the ship, you find some sodden supplies, a strange chest, and the body of the ship's captain.

- **Search the captain's body** – go to Verse 1.
- **Retrieve the chest** (only available in **Chapter 2**; pay 1) *It won't be easy to haul this heavy thing back through the stormy sea.* Go to Verse 4.
- **Leave** – Exploration ends.

7

If you're playing **Chapters 2-15**, go to Verse 11. Otherwise, read on:

A small group of survivors huddles around a campfire. You see many women and children from the supply wagons following the army. Many of these people are too hungry and weak to walk anywhere unless you help them.

- **Point them toward a safe place** (pay 2 Food; requires the **"Valiant Defeat"** part **2** status) – go to Verse 8.
- **Leave for now** *You can return later, though it won't be long before the enemy discovers this group.* Exploration ends.

8

They move out at once.

If you **don't have** the **"Survivors"** part **4** status, each Party member gains 2 Rep and loses 1. Then, gain the **"Survivors"** part **4** status. Exploration ends.

9

The windswept coast and rocks off its shore are too exposed to offer protection. Never mind the freezing winds!

If you **have** the **"Scrounger"** part **7** status, Exploration ends. Otherwise, read on:

Scouting the shore, you find some supplies washed ashore in a watertight crate.

Gain 2 Food and the **"Scrounger"** part **7** status. Exploration ends.

10

Searching the wrecked ships in the stormy sea is dangerous. It would be easier with some help and a set of safety ropes.

- **Attempt to search yourself** – go to Verse 3.
- **Bring help and tools** (pay 1; requires at least 2 parts of the **"Survivors"** status) – go to Verse 5.
- **Leave** – Exploration ends.

11

If you **have** the **"Survivors"** part **4** status, the coast is empty – Exploration ends. Otherwise, read on:

Dead litter the ground. The enemy warriors did not spare women and children. You wonder whether they could tell them apart, and whether they have women and children of their own.

Each Party member gains 1. Exploration ends

12

You see the wreckage of fleet's flagship lodged between two rocks far off the coast. Unfortunately, the sea is too stormy to traverse. You must return later.

Exploration ends.

Dream

If you're playing **Chapter 2-15**, your night is quiet – the Dream ends.

If you're playing **Chapter 1**, read on:

A hunt is on. The unspeakable wyrdbeasts raise their snouts to catch the scent of their prey. The tendrils of wyrdness poke and prod at every hole and crevice. The ground itself reports to the keepers of this island, telling them who dared tread it without an invitation.

They've caught your trail. They're coming.

Each Character who has this Dream gains 1.

Nightmare

Resolve the Dream instead.

316 Earthsurge

If a stormy sea suddenly petrified, it would probably look like this. The stone waves rising high obscure any landmarks and seem to form an impassable labyrinth. The waves seem to shift as you walk between them. No sane traveler would delve deeper into this land, yet someone did – a trail of smoke rises from between the waves.

If your is at least 1, and you **don't have** the **"Price of Power"** part **2** status, go to Verse 10.

Otherwise, roll a die and check the result below. You may re-roll the die once for each part of the **"Marked Trails"** status you have.

If you **have** all four parts of the **"Marked Trails"** status, you may choose the result instead of rolling.

1 – *You safely reach the other edge of this strange location.* Exploration ends.

2 – *You discover a large, circular hole in the middle of the Earthsurge.* Go to Verse 3.

3 – *You step into an ambush!* Go to Verse 11.

4 – *You find the origin of the smoke.* Go to Verse 12.

5 – *You're being watched.* Go to Verse 9.

6 – *You unwittingly enter a dangerous anomaly.* Go to Verse 5.

1

These barbarians claim to have come from a settlement to the southeast. They search for valuables looted from their temple by a group of deserters from Tintagel's army. They thank you for your help and move on, offering a small parting gift.

Gain 1 Item, the **"Reputation: Stiltwood"** part **1** status, and one part of the **"Marked Trails"** status.

New Task: Recover the relics stolen from the Stiltwood shrine. They should be with one of the groups of survivors.

Exploration ends.

2

The crisis passes. The bird disappears over the horizon. Still, some people went missing in the confusion, lost in this hellish maze. You hear their calls echoing between the spires.

Gain the **"Price of Power"** part **2** status. Then, choose one:

- **March on** (lose 2 Rep) – *This is no place for rest. The stragglers must find their own way.* Exploration ends.
- **Tell everyone to stay put and search for the lost yourself** (pay 2; requires at least 1) – go to Verse 7.
- **Form search parties** – go to Verse 13.

3

If you **have** the **"Astounding Discoveries"** part **2** status, there's nothing more to see – Exploration ends. Otherwise, read on:

A pitch-black well gapes some thirty feet wide. You realize the stone waves around you are in fact a petrified torrent that slowly, inch-by-inch, makes its way down the well.

Each Party member gains 1 Magic. Then, gain the **"Astounding Discoveries"** part **2** status and one part of the **"Marked Trails"** status. Exploration ends.

4

Draw two green Encounters and resolve one with the higher Value. If you win, gain one part of the **"Marked Trails"** status. Exploration ends.

5

If you **have** the **"Reputation: Stiltwood"** part **1** status, there's no one here – Exploration ends. Otherwise, read on.

A group of strange barbarians cry for help, suspended in the air. The rocks floating around them, as well as a small creek flowing through the air, bending in all directions, seem to indicate that the laws of your reality do not extend to this anomaly.

- **Find a way to guide them to solid ground** (requires at least 2) – go to Verse 6.
- **Use magic to reveal a safe path (pay 3 Magic)** – go to Verse 1.
- **Try to map the safe path yourself** – go to Verse 8.
- **Leave** – Exploration ends.

6

Throwing fistfuls of dust at your feet, you reveal a winding, twisting path through the anomaly.

Go to Verse 1.

7

Roll a die, adding the number of the **"Marked Trails"** parts you have. Then, check the result:

1-5 – *The search is fruitless.* You may pay 1 to roll again. If you don't, lose 2 Rep and Exploration ends.

6+ – *The stragglers reunite with the main force!* The Commander gains 1 Rep. Exploration ends.

8

It's even harder than it looks!

Lose 3 reduced by your and . Then, go to Verse 1.

9

If there's a Time Token on this Location, there's no one here – Exploration ends. Otherwise, read on:

An Avalonian woman, the first you've seen, stands in the middle of the road. She looks at you intensely, as if probing your soul. Soon, strange shapes and sounds sprout within your mind. You flee, fearing some harmful magic.

Place a Time Token on this Location. Gain one part of the **"Marked Trails"** status. Exploration ends.

10

As your troops approach the stone labyrinth, you order them to close ranks and walk in tight formation, so that no one gets lost between the spires. Suddenly, you hear a horrible screech from above a giant, rainbow-beaked, armored bird has found your small force. It dives, lifting one soldier high into the air, only to drop them on the rocks below. Then, it dives again. Panic and disorder spread through the ranks, with people scampering for cover in every direction.

- **Fight the bird off** (requires a Commander with at least 2) – go to Verse 2.
- **Make a tight, defensive formation** (requires a Commander with at least 2) – go to Verse 2.
- **Lead your force to a hiding spot** (requires a Commander with at least 2) – go to Verse 2.
- **Invoke war magic to chase off the bird** (pay 3 Magic) – go to Verse 2.
- **Do what you can** – *This ain't much, though.* Go to Verse 14.

11

Draw and resolve a gray Encounter. If you win, gain one part of the **"Marked Trails"** status. Regardless of the result, Exploration ends.

12

If you **have** the **"Weaponry"** part **2** status, this place is empty – Exploration ends. Otherwise, read on:

A circle of wagons stands here, each full of stacked spears and simple swords. The drivers welcome you with relief and say they lost their way following the army. You point them in the direction of your new outpost.

Each Party member gains 1 Rep and loses 1 . Gain the **"Weaponry"** part **2** status, the **"Survivors"** part **8** status, and one part of the **"Marked Trails"** status. Exploration ends.

13

You quickly find some experienced scouts who volunteer to go looking and equip them with chalk and white limestone to mark their trail.

Go to Verse 7.

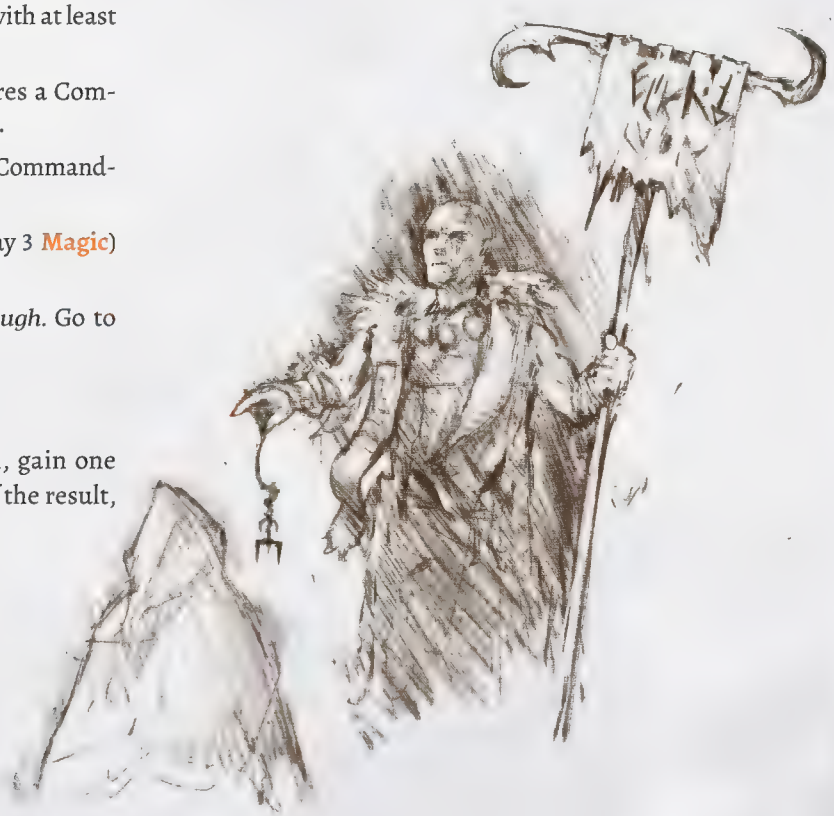
14

It's a disaster! The bird flees, but by that time, a large part of your force is scattered or lost in this stone labyrinth. You have no choice but to start a methodical search to gather your troops.

Gain the **"Price of Power"** part **2** status. The Commander loses 1 Rep. Then, roll a die, adding the number of the **"Marked Trails"** parts you have, and check the result:

1-7 – *Your only manage to gather a few soldiers.* You may pay 2 to roll again. If you don't, the Commander loses 4 Rep. Then, lose one of your Units (if you have more than one). Exploration ends.

8+ – *All stragglers reunite with the main force!* Exploration ends.



317 Inverse Fjord

A rocky headland extends into the stormy waters pounding the southern coast of Avalon. The seas part around this wedge of dry land like butter cut with a hot knife, allowing you to peer into the depths where enormous, dark shapes float.

At the end of this strange corridor, an old wyrdstone ruin protrudes from the sandy seafloor. Is there something pushing the water away?

Gain the **"Astounding Discoveries"** part **4** status, if you **don't have** it yet. Then, choose one:

- **Walk down the headland** (requires at least 2) – go to Verse 3.
- **Scout along the shore** – go to Verse 1.
- **Send your army to catch the marauders** (requires at least 1 and the **"Dangers of Avalon"** part **1** status) – go to Verse 5.
- **Leave** – Exploration ends.

1

If you **have** the **"Price of Power"** part **1** status, there is no one left here – go back to the start of this Location. Otherwise, read on:

It doesn't take long to find yet another group of survivors, huddled together over a smoldering campfire under a lone rock. They look lost and miserable. As soon as they notice you, one stands, arms outstretched. A scar tugs at the corner of his mouth, creating the illusion of a smirk.

If you **have** the **"Dangers of Avalon"** part **1** status, go to Verse 4.

Otherwise, roll a die and add your and . Then, check the result below:

1-5 – Go to Verse 9.

6+ – Go to Verse 4.

2

Go to:

3

The lower the headland goes, the higher the walls of dark-blue water tower over you. From time to time, large fish swim up to the divide and watch you curiously. You must be careful to avoid slipping on wet rock.

The further you go, the more uneasy you feel – as if the titanic walls wait for you to take one more step before crashing at you from both sides. Still, the strange ruins at the end of the headland tempt you. There's a large, twisted column there, studded with reflective gems.

- **Turn back** – go back to start of this Location and make another choice.
- **Continue** (requires at least 1) – go to Verse 8.

4

Some of the marauders seem nervous and inch their hands closer to their weapons. You also notice items that clearly belonged to another group of survivors.

The leader of this group steps forward, his smile made wider by an ugly scar.

Gain the **"Dangers of Avalon"** part **1** status. Then, choose one:

- **Get closer** – go to Verse 9.
- **Retreat** – *This doesn't seem right. You retreat.* Exploration ends.

5

If you **have** the **"Price of Power"** part **1** status, there is no one left here – Exploration ends. Otherwise, go to Verse:

7

You make a fighting retreat, doing your best to protect yourself from a flurry of blows and a barrage of stones and arrows. Your pursuers eventually realize you're too tough a nut to crack and give up the chase.

Each Party member rolls a die and loses that much , reduced by their . Exploration ends.

8

You reach the vicinity of the column. It was once a part of some larger structure that collapsed around it, leaving pieces of strange stone that seem warm to the touch. Many small objects lie half-buried in the sand and on the rocks that seem to vibrate with arcane energies, but the pillar in the center draws your attention away from them. Its gems gleam in a mesmerizing way.

- **Gather trinkets and shards** (pay 1) – gain 1 Magic. Then, make another, different choice.
- **Approach the wall of the water** – *The sea is deep and dark here.* Go to Verse 10.
- **Inspect the pillar** – go to Verse 2.
- **Leave** – Exploration ends.

9

"My name is Lluthe, but they call me Jester," the man says. "It's nice to have you here. Now, may I ask you to drop all your possessions? Unless you'd like us to take them by force..."

All his followers rise as one, drawing their weapons, with hungry smiles more befitting wolves than humans. They are far too many for you to defeat.

"Do not judge us too harshly," says the Jester. "We never signed up for this war. Twice the king and his generals failed us. Now, we carve our own path. So, what will it be?"

- **Do what he says** – all Party members lose all Wealth and discard all but one Item. Exploration ends.
- **Attempt to break through** (requires at least 2) *Maybe you can strike hard enough to give yourself a chance of escaping.* Go to Verse 7.
- **Remove your mask** (requires **Thebalt**) – go to:

10

You peer into the lightless abyss at the bottom of this cold sea, marveling at bright-red octopi and pale medusae.

If you **have** the **"Strange Encounters"** part **3** status, there's nothing more to see – Exploration ends. Otherwise, go to:

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1, 1 Food, and 2 Magic (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

A forest of enormous trees bursts from this stone plateau, shattering and lifting slates of solid rock on tangled, thick roots. A primitive human tribe recently settled the resulting labyrinth of stone platforms, connecting its various parts with rope bridges and planks.

If you're playing **Chapter 13**, go to Verse 17. Otherwise, read on:

- **Approach the settlement** – go to Verse 2.
- **Hunt in the Stiltwood** (pay 1) – go to Verse 11.
- **Force your way into the village** (requires at least 1) – go to Verse 12.
- **Set sail from this coast** (requires the **"Ports of Avalon"** part **1** status and Secret card **82** or **93**) – go to Verse 15.
- **Leave** – Exploration ends.

1

Their chieftain announces that this part of the island belongs to them, and that they do not wish the "tribe of Arthur" to interfere. He wants you to leave at once.

- **Agree** – Exploration ends. Each Party member loses 1 . Move all Party members and all Unit cards from this Location to any connected Location.
- **Refuse and demand entry** (requires at least 2) – go to Verse 10.
- **Offer them expensive gifts** (pay 3 Wealth or discard 1 non-Companion Item) – go to Verse 4.
- **Return their sacred idols** (requires the **"Idols of the Old World"** part **1** status) – go to Verse 8.
- **Try to sway them with your diplomatic skills** – go to Verse 7.

2

As soon as you approach the settlement, barbarian scouts, hidden among the treetops, raise an alarm. A group of armed warriors comes out to meet you. You look with envy at their recurve bows.

If you **have** the **"Adversaries"** part **1** status, the tribe is hostile – Exploration ends.

If you **have** at least 3 parts of the **"Reputation: Stiltwood"** status, go to Verse 5.

If you're playing **Caolin**, and you **don't have** the **"Reputation: Stiltwood"** part **3** status, go to Verse 6.

Otherwise, go to Verse 1.

3

Reluctantly, the tribe decides not to take part in the war.

Gain the **"Loyalists"** part **7** status and each Party member gains 1 Exp. Exploration ends.

4

Gain the **"Reputation: Stiltwood"** part **2** status. If you now have at least three parts of this status, go to Verse 5. Otherwise, read on:

They appreciate your gifts, but you feel there's still a long way to go in earning their trust.

Go back to Verse 1.

5

You enter the closely guarded village of the tribe.

If there's no Time Token on this Location: Put the Time Token on this Location, then draw and resolve a blue Encounter. If you win this Encounter, go to Verse 14. Otherwise, Exploration ends.

If there is a Time Token on this Location, go to Verse 14.

6

You welcome the members of your tribe by their names. It's been some time since you left the village, but they still look at you with distrust and reserve.

Gain the **"Reputation: Stiltwood"** part **3** status. If you now have three parts of this status, go to Verse 5. Otherwise, read on:

They consult and decide that, since you left the tribe of your own will to join the tribe of Arthur, you're no longer one of them and have no entry. Judging by the time it took them to reach this conclusion, several tribe members argued in your favor. You still might have a chance of winning them over.

Go to Verse 1.

7

If you **have** the **"Reputation: Stiltwood"** part **4** status, you have run out of arguments – go back to the start of this Location and make another choice. Otherwise, read on:

Draw and resolve the **"Barbarian Tribe"** blue Encounter (Difficulty 3).

If you win, gain the **"Reputation: Stiltwood"** part **4** status. If you now have three parts of this status, go to Verse 14.

Otherwise, ignore the Failure rules listed on the card and go to Verse 1.

8

Gain the **"Reputation: Stiltwood"** part **5** status. If you now have three parts of this status, go to Verse 5. Otherwise, read on:

They gladly accept three of the idols with which you present them, leaving the rest with you. Still, their attitude toward you improves only slightly.

"The tribe of Arthur returned what they took it is only fair," one says.

Go back to Verse 1.

9

There's no market here, but curious people approach from all sides, looking to sell something or buy a piece of your outlandish equipment.

- **Buy Food** – pay 1 Wealth to gain 1 Food. Then, make another choice.
- **Sell Food** – pay 2 Food to gain 1 Wealth. Then, make another choice.
- **Buy equipment** – draw the top 3 Item cards. You can buy any number of them for 3 Wealth each. Shuffle the rest back into the deck. Then, choose again – you may not pick this option anymore during this Exploration.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each. Then, make another choice.
- **Go to another part of the village** – go to Verse 14.
- **Leave** – Exploration ends.

10

Roll a die, adding your , , and the number of the **"Reputation: Stiltwood"** status parts you have. Then, check the result below:

1-7 – *Your words only anger the tribe members further.* Resolve the **"Angry Mob"** gray Encounter (Difficulty 2). If you win, gain the **"Adversaries"** part **1** status. Then, Exploration ends.

8+ – *They seem swayed by your charisma. After some heated discussion, they decide to allow you into the village.* Go to Verse 5.

11

The forest, spread around stone platforms of various elevations and tilt, is very treacherous. Yet, there is plenty of wildlife that adapted to these strange conditions. If it only didn't hear you from miles away...

If you **don't have** the **"Traveler's Knowledge"** part **3** status, gain 1 Food. Then, draw two green Encounters and resolve one with a higher Value.

If you **have** the **"Traveler's Knowledge"** part **3** status, gain 1 Food for each point of your . Then, draw and resolve a green Encounter.

Exploration ends.

12

The barbarians are proud, but not without reason. Begrudgingly, they agree to let your superior force into their village. You have a feeling they won't forget this.

Gain the **"Adversaries"** part **1** status. Go to Verse 14.

13

Some trinkets and baubles convince one of the tribe's trackers to give you few lessons about traveling and hunting in the Stiltwood.

If you **don't have** the **"Traveler's Knowledge"** part **3** status, each Character gains 1 Exp. Then, gain the **"Traveler's Knowledge"** part **3** status.

Exploration ends.

14

The villagers look at you suspiciously.

- **Visit the Market** – go to Verse 9.
- **Ask to see the healers** (pay 1 Wealth or 2 Food) – restore 3 to a chosen Party member. Then, make another choice.
- **Ask them to teach you about this forest** (pay 1 Wealth; requires at least 1) – go to Verse 13.
- **Hire some of their warriors** (pay 3 Wealth) – gain the **"Survivors"** part **7** status and the **"Weaponry"** part **3** status. Then, make another choice.
- **Buy a supply of bows for your army** (requires at least one Unit; pay 5 Wealth reduced by your) – you may discard one of your Unit cards and replace it with the **"Archers"** Secret card (**76**). Then, make another choice.
- **Establish a port near their village** (pay 6 Wealth; requires at least 2) – go to Verse 16.
- **Leave** – Exploration ends.

15

Go to:

16

A flat, root-covered stone emerges from the sea just behind the village, offering a suitable place for a small port.

Gain the **"Ports of Avalon"** part **1** status. Exploration ends.

17

If you **have** the **"Loyalists"** or **"Rebels"** part **7** status, go to Verse 18. Otherwise, read on:

The news of the civil war already stirs this remote tribe. They are overjoyed that other people and settlements finally decided to free themselves from Arthur the Usurper. They plan to launch a small fleet of armed longships to wrest control of the southern sea from Arthur's fleet.

- **Change their minds** – *Tell them the rebellion is doomed to fail and it's too early to pick sides.* Resolve the **"Barbarian Tribe"** blue Encounter. If you win, go to Verse 3. Otherwise, Exploration ends.
- **Leave** – Gain the **"Rebels"** part **7** status and each Party member gains 1 Exp. Exploration ends.

18

The Stiltwood tribe prepares for war. You should return later.

Exploration ends.

Dream

If you **don't have** the **"Adversaries"** part **1** status OR you **don't have** at least 1 , the Dream ends.

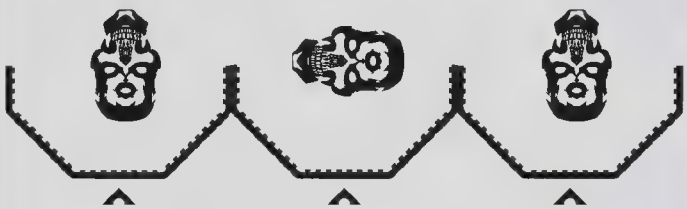
If you **have** the **"Adversaries"** part **1** status and at least 1 , read on:

A single, horrible scream pierces the night. Then another. And another. You barely have time to stumble from your bed, confused and sleepy, when one of your officers comes running.

"We're under attack! They completely surprised us!"

You curse and grab your weapon. The tribe members waited for your forces to fall asleep, and now they exact their revenge.

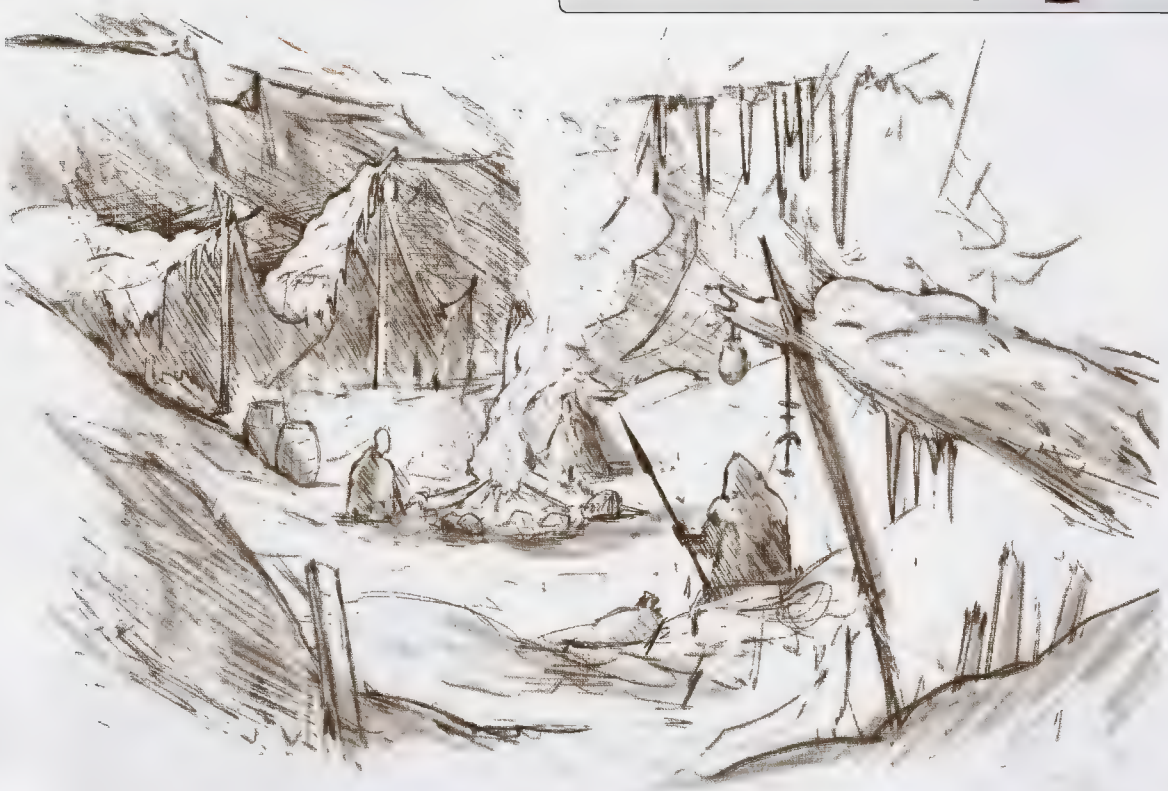
Go to:

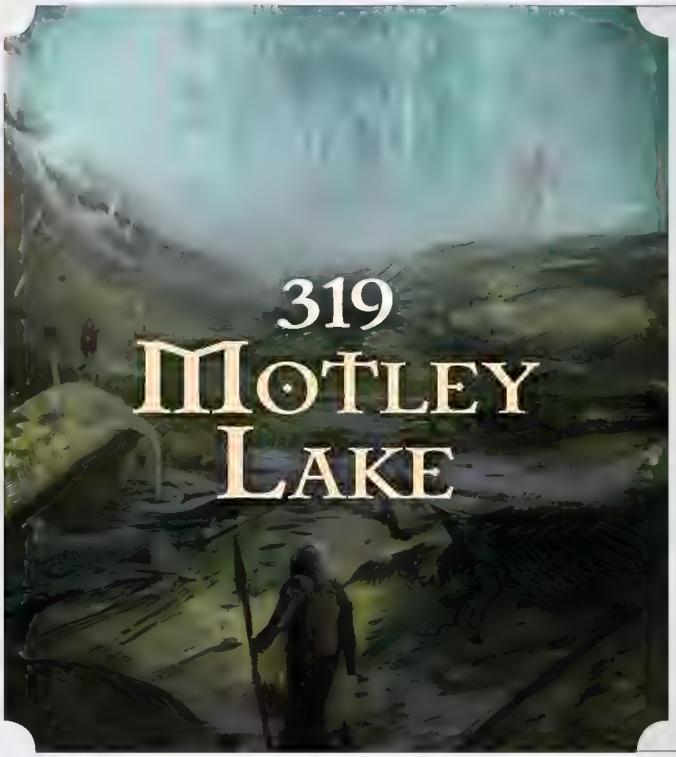


Nightmare

You dream that the forest learns how to walk on its stilt-like roots then, as you're sleeping in the bed of your hut, the forest marches toward the sea and jumps off the cliff.

Each Character who has this dream gains 1 .





A lake that yearns to become a sea of grass. A sea of grass turning into a lake. Before you, streaks of green are separated by the equally long stripes of blue. There are no embankments, sand, or shores — the land simply ends in deep waters, as if cut by a knife. What makes this patchwork even more bewildering is its rise in the middle, forming hills — slopes of grass and water that somehow forgets to run down.

Beyond this wonder of nature, you see a small, fresh cemetery. Barely two weeks ago, the army laid here those who fell in the battle of Riverfall.

If you **have** at least 1 and you're playing **Chapter 3**, go to Verse 4. Otherwise, choose one:

- **Swim out to the highest part of the lake** – go to Verse 1.
- **Visit the cemetery** – go to Verse 3.
- **Build an outpost** (only available in **Chapters 5-15** and if you **have** at least 2) *It is time to reclaim the wildlands.* Go to Verse 7.
- **Leave** – Exploration ends.

1

Swimming up the slope is a strange feeling, but the view from the top is marvelous. You can even peek beyond the wyrdstone walls of Tuathan — though you wish you hadn't, for the city brims with mind-warping, impossible structures.

If you **don't have** the **"Astounding Discoveries"** part **5** status, each Party member gains 1 . Then, gain the **"Astounding Discoveries"** part **5** status.

Exploration ends.

2

Merlin is right — you must ensure the odds are in your favor before you strike.

- **Send out a scouting party** (pay 1 Rep) – go to Verse 5.
- **Send Sir Pelleas to scout** (requires Secret card **34**) – go to Verse 5.
- **Ask Merlin to use his magic** (only if you **don't have** the **"Grave Wounds"** status) – go to Verse 5.
- **Change your mind** – *You have no time to waste.* Exploration ends.

3

The cemetery holds those who fell in the first battle of the campaign.

Though it was a human victory, you realize now it filled the knights and commanders with too much confidence. The small group you defeated back then must have been a scouting party...

As you look upon the many graves, you realize the knights and infantry buried here were laid to rest in their armor, with weapons at their side. Dozens of fine swords and breastplates lie under a thin layer of soil and rocks. But do you dare to disturb the rest of your comrades in arms?

- **Pray for the lost** (only if you **have** no parts of the **"Grave Robber"** status and there's **no** Time Token on this Location) – go to Verse 9.
- **Dig out some of the equipment** (pay 1) – *The bodies already started to decompose, but you find some items that seem unspoiled enough.* Go to Verse 6.
- **Dig out a cache of weapons and armor** (pay 2 per Character) – go to Verse 8.
- **Leave** – Exploration ends.

4

As you walk down the line of marching troops, Merlin approaches, visibly worried. "I must say, the thought of another brutish scuffle makes me nervous. We're drawing close to the enemy. It might be an appropriate time to pause and scout the opposing force."

He looks around and leans to you, ensuring no soldiers hear him.

"You know, just to make sure we can actually win this thing."

- **Agree** – go to Verse 2.
- **Refuse** – *Camping in the open is sure to make people nervous. Not to mention that at this point you all have no other choice but win.* **Go to Verse 10.**

5

Soon, you receive a detailed report. One small regiment of Tuathan guards, powerful four-armed warriors, controls the pass. Their strength is formidable — without a numeric advantage or some ranged weapons, your force might be hard pressed to win.

Reveal all Unit cards under the Fore-dweller model. Exploration ends.

6

Gain one part of the **"Grave Robber"** status and go to:

7

If you **have** the **"Borderlands"** part **8** status, the tower is already here; go back to the start of this Location and make another choice. Otherwise, read on:

Your soldiers raise a watchtower on strips of dry land at the top of the bulging lake. Considering how difficult the terrain is, you feel confident in defending it, even with a small garrison.

The news that humans once again extend their hands toward western Avalon is sure to raise many eyebrows back in Tintagel...

Gain 10 Rep. Gain the **"Borderlands"** part **8** status. Exploration ends.

8

Gain two parts of the **"Grave Robber"** status. If you now have three or more parts of this status, go to:

Otherwise, read on:

Most of the equipment buried with the fallen soldiers is damaged or in poor condition. Still, you salvage enough to arm a sizeable group.

Gain 1 and the **"Weaponry"** part **1** status. Exploration ends.

9

The cold, coastal winds tug at your ragged clothes as you stand before the silent rows of shallow graves. Ten thousand men marched out of Tintagel, trusting in their king and the wisdom of Merlin. Of this number, no more than a hundred live today, scattered across an unknown, hostile island.

Yet here you stand: a survivor, despite all the odds. It would be a pity to go so far only to fall on the precipice of salvation...

This thought gives you a fresh bout of strength and resolve.

Each Party member gains 2. Place a Time Token on this location. Exploration ends.

10

Is there anything else you want to do here?

- **Swim out to the highest part of the lake** – go to Verse 1.
- **Visit the cemetery** – go to Verse 3.
- **Leave** – Exploration ends.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1, 1 Magic, and 1 Wealth (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

320 RIVERFALL

Water gushes from three stoic visages carved into the cliff face. The narrow strip of land above is the only known route between the eastern and western portions of the island. The path still bears traces of your recent skirmish: scattered bodies, discarded pieces of armor, and a crater burned deep into the rock from which you avert your eyes.

If you're playing **Chapter 3**, go to Verse 10. Otherwise, choose one:

- **Pay respects to the fallen** – go to Verse 2.
- **Inspect the wizard's body** – go to Verse 7.
- **Build a fort** (requires at least 5 ; pay 8 Wealth)
  Taking this strategic stretch of land from the enemy could be to your advantage. Go to Verse 4.
- **Leave** – Exploration ends.

1

It's too late!

Go to Verse 11.

2

Two battles raged here, and you lost dear friends in both. You spend time in quiet prayer, paying respects to the dead.

If there's no Time Token on this Location, lose 1 . Place a Time Token on this Location. Exploration ends.

4

If you **have** the **"Conquest"** part **5** status, the tower already stands; Exploration ends. Otherwise, read on:

Soon, a squat, stone fortress rises in the narrowest part of the passage. Taking control of this strategic location is a serious achievement on its own, but you must garrison it properly to ensure its survival.

Gain the **"Conquest"** part **5** status. Discard Unit cards with a total of at least 3 . Each Commander gains 3 Rep for each point of discarded . Exploration ends.

6

It's too late!

Go to Verse 11.

7

Little remains of Avalon's greatest wizard. Robe and body alike lie torn apart and charred. Among these sad remains, there's one bright spark. You kneel and take a small amulet the wizard wore under his robes.

If you **don't have** the **"Eternal Rest"** part **2** status, each Party member gains 1 , gain Secret card **21**, and the **"Eternal Rest"** part **2** status.

Exploration ends.

10

The battle dies down. Even though you vastly outnumbered the enemy, the four-armed warriors fought with overwhelming strength, ripping steel like paper with their massive blades and melting entire ranks with war magic.

Still, they did not account for the desperation of your soldiers – the clear view of familiar lands beyond Riverfall filled each of you with unprecedented resolve.

Your rag-tag band swarmed the towering enemies like angry bees, broke their ranks and defeated them. Only one enemy group still stands, pushed back against the titanic wall of their city. Its leader, clad in an unusual armor of immaculate, snow-white metal, reaches for something resembling a large glass sphere.

"Quickly!" Merlin shouts, pointing to the sphere. "We must "

- **Order your soldiers to capture the sphere** (requires 2 Rep) – go to Verse 1
- **Attempt to grab the sphere yourself** (requires at least 1) – go to Verse 6.
- **Wait for Merlin to act** – go to Verse 11

11

The four-armed warrior shatters the sphere seconds before a soldier's pike pierces its throat.

A strange, deep sound shakes the foundations of the earth. After that, for a moment, there's only silence.

Go to:

Dream

You dream of waters carrying strange tastes and scents from myriad impossible places, collapsing into an ocean with a loud roar.

Each Character with 2 or more who has this Dream gains 1 Magic.

Nightmare

You watch the endlessly churning, cold sea before you. You try to turn away, but can't. You stand frozen in place. Counting the waves and the birds circling above is your only distraction. You feel others around you, suffering the same, yet you can't see them. Minutes turn to days. Days turn to years. Finally, madness creeps in.

Each Character who has this dream loses 1 .

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2 , 1 Wealth, and 1 Magic (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

A small, quiet pond lies not far from the coast. A crooked menhir stands on a small bank at its center, dragonflies buzzing before its gnarled face. If not for its proximity to Tuathan, it might be a lovely place to settle...

- **Relax by the pond** – go to Verse 1
- **Catch fish and small game** – go to Verse 3.
- **Scout along the shore** – go to Verse 5.
- **Build a settlement beside the pond** (pay 3; requires at least 5) *The presence of a menhir and the lack of wyrdness make this a prime area for human expansion.* Go to Verse 9.
- **Leave** – Exploration ends.

1

Each Party member loses 1. Exploration ends.

2

You walk along the sandy beach until you trip against something hard. You look down, confused. The sand stretches farther, but lies fused into a single, flat surface with sandy texture.

You now see the people by the ship clearly – a dozen settlers of various ages, with strangely pale bodies frozen in random poses as they made camp near the beached vessel. You shudder. Many ships that reached Avalon on their own suffered terrible fates as their crews landed on the first suitable stretch of coast, taking the wyrdness for some strange, harmless fog.

- **Search the ship** – go to Verse 4.
- **Inspect the figures** – go to Verse 6.
- **Leave** – Exploration ends.

3

Gain 1 Food. Then, toss a Dial.

Skull: – draw three green Encounters. Put any Encounters with Difficulty 3 or more and any Encounters without Value on the bottom of the deck. If there are any remaining Encounters, resolve one with the highest Value. Regardless of the results, Exploration ends.

Grail: – gain 1 more Food. Exploration ends.

4

The ship's quarters are distorted, and filled with more petrified people.

If you **have** 2 or more , and you **don't have** the **"Strange Encounters"** part **7** status, go to Verse 7. Otherwise, read on:

Before fear chases you from the dark interior, you manage to grab some tools and supplies.

Each Party member gains 1.

If you **don't have** the **"Plunderer"** part **3** status, gain 1 non-Companion Item and 1 Craftable Item. Then, gain the **"Plunderer"** part **3** status. Exploration ends.

5

Tall cliffs line most of the southern coast of Avalon. You're surprised to see that here, the plains and forests slope gently down to the seashore. It seems a perfect place for landing and someone else thought exactly that. A large ship rests on the beach, its bloated wooden belly balanced on planks used to hoist it from the water. Around the ship, you see motionless figures.

- **Approach the figures** – go to Verse 2.
- **Leave** – go back to the start of this Location and make another choice.

6

It's not stone! Up close, the firm surface covering the bodies of the settlers is semi-transparent. Just beneath, dark, worm-like shapes crawl and coil.

Each Party member gains 1.

If you **have** 2 or more , and you **don't have** the **"Strange Encounters"** part **7** status, go to Verse 7.

Otherwise, choose one:

- **Search the ship** – go to Verse 4.
- **Leave** – Exploration ends.

7

Go to:

8

Gain the **"Dreamquest"** part 4 status. Go to:

9

With so many capable hands, work progresses fast. Soon, wooden cabins are raised and protected with a rudimentary stockade. You leave a small group of soldiers and wounded in the new settlement, joined quickly by a group of ex-workers from the plains to the east.

Remove this Location from the game and replace it with Location **322** (Tranquil Farmhold). Move all Characters and a Menhir (if there is one) to this new Location. Then, Explore Location **322** (this Exploration is free).

Dream & Nightmare

If you **don't have** the **"Dreamquest"** part 4 status and **have** Secret card **10**, go to Verse 8. Otherwise, read on:

You experience a quiet, pleasant dream filled with buzzing dragonflies and warm sunlight. If you manage to calm yourself, you might just forget the gloom of recent events.

Each Character with 2 or more loses 1.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2, 2 Food, and 1 Magic (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

322 Tranquil Farmhold

A small pond lies at the heart of this quiet coast, surrounded by the buildings of a budding farmhold. A crooked menhir stands on a small, sandy bank in the water. The people do their best to avoid looking in the direction of Tuathan's walls looming on the horizon.

If you're playing **Chapter 13**, go to Verse 2. Otherwise, choose one:

- **Trade with the settlers** – go to Verse 1.
- **Rest in the farmhold** – go to Verse 3.
- **Leave** – Exploration ends.

1

They have plenty of food, but little else.

- **Buy food** – pay 1 Wealth to gain 1 Food. Then, make another choice.
- **Buy a crafted item** – draw the top 2 Craftable Item cards. You can buy any number of them for 2 Wealth each. Shuffle the rest into the deck. Then, choose again – you may not pick this option anymore during this Exploration.
- **Sell equipment** – discard any number of non-Craftable Items and gain 2 Wealth for each. Then, make another choice.
- **Leave** – Exploration ends.

2

If you **have** the **"Loyalists"** or **"Rebels"** part **4** status, go to Verse 4. Otherwise, read on:

The people here remember your role in founding their farmhold. They are confused and conflicted, and would be inclined to follow your lead – whatever that may be. The problem is, they are afraid to leave their town, as a horrific being recently took control of the nearby plains. If you wish them to aid you, you must dispose of the beast.

- **Fight the beast** – go to Verse 5.
- **Leave** – Exploration ends.

3

People here remember you fondly and offer all the comforts for which a weary traveler can pine.

If there's no Time Token on this Location, gain 2 and place a Time Token on this Location.

4

Unrest grips these lands. You must return later if you have business here.

Exploration ends.

5

They show you the way and offer to support you in battle.

Find and resolve the **"Sun Wyrm"** green Encounter (Difficulty 4). Draw two additional cards at the start of the first Activation. If you win, go to Verse 7. Otherwise, Exploration ends.

7

The people of the farmhold cheer your efforts. Now, you must only convince them of the righteous side.

- **Convince them to support their king** – gain the **"Loyalists"** part **4** status and each Party member gains 1 Exp. Exploration ends.
- **Tell them to declare for the rebels** – Gain the **"Rebels"** part **4** status and each Party member gains 1 Exp. Exploration ends.

8

Gain the **"Dreamquest"** part **4** status. Go to:

Dream

If you **don't have** the **"Dreamquest"** part **4** status and **have** Secret card **10**, go to Verse 8. Otherwise, read on:

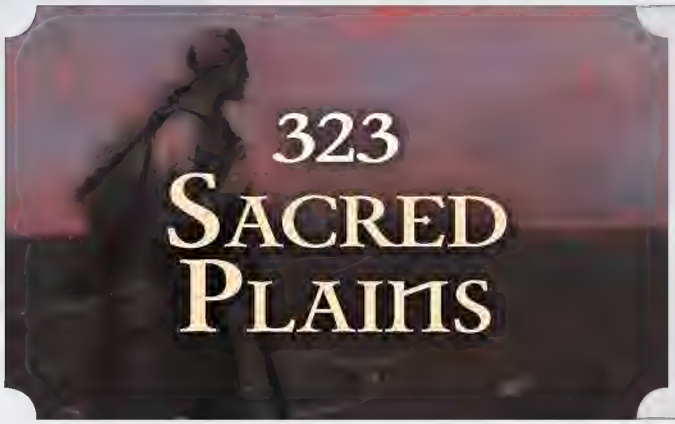
As you wake, your fragile dream fades without a trace.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1, 1 Food, and 1 Magic (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.



323 Sacred Plains

If you **have** the **"Conquest"** part **6** status, go to Verse 13. Otherwise, read on:

Scores of workers labor on the plains, digging deep ditches and filling them with chalk. Notwithstanding Tintagel, this is the largest human construction effort in Avalon. However, its purpose mystifies you.

The workers look to you hopefully. They must be eager for news from the west.

- **Approach the workers** – go to Verse 3.
- **Quickly move on** – go to Verse 11.

1

The news understandably shocks them. You, likewise, are shocked to find no one seems eager to go home.

"Merlin and our king believed this work important," the oldest worker says. "Even if both fell, even if Tintagel itself fell, we must finish this."

Go to Verse 7.

2

The old worker seems distraught.

"Excuse us then. Please, if you find these heroes, tell them we appreciate what they've done. We even had a small reward fund – everyone in the camp chipped in."

You nod your head, wondering whether it's not too late to take credit for the menhir. Finally, you decide there's no elegant way to back out of the answer you already gave.

Gain the **"Strange Encounters"** part **6** status. Go to Verse 7.

3

If you **have** the **"Strange Encounters" Part 6** status, go to Verse 7. Otherwise, read on:

As you approach, you notice they watch you with something more than curiosity – almost reverence? The oldest worker explains that their hunting party spotted a group west of here empowering a menhir. They ask if it was indeed you who pushed away the wyrdness.

- **Yes** – go to Verse 6.
- **No** – go to Verse 2.

4

Jewelry, ornate tools, wedding rings – they give all they have.

Each Character gains 1 Rep. Gain 2 Wealth and the **"Ritual Chalk"** Item (if available).

Gain the **"Strange Encounters"** part **6** status.

Go to Verse 7.

5

The hunting parties sustaining the workers bring in plenty of food, but the war and wyrdness cut them off from tools, weapons, and other supplies.

- **Trade equipment for food** – discard one non-Companion Item to gain 5 Food. Go to Verse 7.
- **Do something else** – go to Verse 7.

6

Some fall to their knees. Others raise their hands to thank the heavens. The oldest worker explains that as they labored here, clouds of wyrdness rolled through several times, sowing madness and mutations. Now, thanks to you, they are protected. One worker removes their hat, and others begin to fill it with every valuable they have.

"We don't have much to give, but please accept our thanks."

- **Take the reward** – go to Verse 4.
- **Accept no reward** – go to Verse 8.

7

Without supervision, work on the holy symbols progresses slowly. The workers gather around you.

- **Ask them what they are doing here** – go to Verse 9.
- **Tell them Merlin's dead, and they can go home** – go to Verse 1.
- **Barter** – go to Verse 5.
- **Help them finish their work** (pay 3 ; requires at least 4) – go to Verse 12.
- **Leave** – Exploration ends.

8

If previously they were in awe, now they almost take you for a saint. They promise to spread the word of your generosity.

Each Character gains 5 Rep. Gain the **"Strange Encounters"** part **6** status. Go to Verse 7.

9

They tell you Merlin himself brought them here and drafted the plans for this vast network of ditches. He managed to convince the king to commit all the required resources, despite the ongoing war. No one knows how the old wizard persuaded the king. He only told the laborers the work was crucial for the humanity's survival.

- **Convince them to show you the plans** (requires at least 2 or at least 3) – go to Verse 10.
- **Tell them Merlin's dead, and they can go home** – go to Verse 1.

10

Go to:

11

They seem disappointed, but do not try to stop you.

Exploration ends.

12

Unlike raising a temple or a castle, digging these symbols has no crowning moment of triumph. At some point, you simply notice there's nothing more to do. The ditches carved into the ground match Merlin's plans. The workers around you collapse from exhaustion. The work was grueling, but you achieved what would take these workers a month or more. There are some thanks, but most seem lost and unsure what to do now.

Gain the **"Conquest"** part **6** status. If you **have** the **"Legacy"** part **5** status, go to Verse 14.

Otherwise, each Character gains 1 Exp. Go to Verse 13.

13

Remove this Location card from the game and replace it with **"Pristine Geoglyphs"** Location (**329**). Exploration ends.

14

As you observe the geoglyphs, their pristine white lines almost glowing, a sudden sense of calm washes over you. You know someone, somewhere will eventually see these signs and come to help the ailing humanity.

Each Character gains 2 Exp and loses 4 . Go to Verse 13.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 , 2 , and 1 Magic (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

324 Twin Sisters

Two majestic rocks face the fury of the sea, standing side by side like a pair of patient guardians. Seabirds favor their unreachable tops safe from both wyrdness and predators.

- **Inspect the coves** – go to Verse 2.
- **Walk along the high cliffs** – go to Verse 15.
- **Restore the wharf** (pay 6 Wealth; requires at least 1) – go to Verse 14.
- **Set up beacons on the Sisters** (pay 10 Wealth; requires at least 2) – go to Verse 7.
- **Restore a wrecked skiff** (only if you **don't have** Secret card **82**) – go to Verse 1.
- **Look for Morgaine's galley** (requires the **"Trials"** part **1** status) – go to Verse 5.
- **Set sail** (requires the **"Ports of Avalon"** part **2** status and Secret card **82** or **93**) – go to Verse 11.
- **Leave** – Exploration ends.

1

If you **have** the **"Odds and Ends"** part **2** status, go to Verse 4. Otherwise, read on:

One of the wrecks washed ashore looks salvageable. The tackle and sails are long gone, though, and mending the hull will take some work. Besides, without a safe place to moor, the ship won't be of much use.

New Task: Restore the skiff and build a port near Twin Sisters.

Go back to the start of this Location.

2

You take a stroll along the coastline, accompanied by the sound of waves breaking on rocks below as you peek into secluded, rocky coves. The only other time you've seen so many shipwrecks in one place was at the final resting place of the lost fleet.

Your eyes drift from broken masts and hulls to twin rocks standing just off the coat. If only there was a way to prevent more ships from sailing into this deadly trap...

A short while later, you find a shallower, more accessible cove where someone tried to build a simple pier and seemingly abandoned the work midway through. A stack of crates salvaged from the wrecks stands near the unfinished pier.

If you **don't have** the **"Plunderer"** part **4** status, gain 1 Wealth and 1 Magic. Then, gain the **"Plunderer"** part **4** status. Exploration ends.

3

The lower decks are dark and deserted. You see marks from axe and sword in the old, dark wood, and blood splashes all over the floor.

If you **don't have** at least 2 and **don't have** the **"Grim Mercenary"** Item, go to Verse 10. Otherwise, read on:

The cuts on the walls look too random, and the blood stains on the deck planks form suspiciously repetitive patterns.

Add +1 to the Die on this Location. Go to Verse 10.

4

You set to work, your eagerness far surpassing your shipwright skills. This might take a long time, and wyrdness incursions or enemy armies could easily undo your progress.

If there are five or more red markers on this Location, go to Verse 6. Otherwise, read on:

- **Repair the ship** (pay 1 per Character) – place a red marker on this Location and make another choice.
- **Finish building the ship** (only if there are 5 or more red markers on this Location) – go to Verse 6.
- **Leave** – Exploration ends.

5

If you **have** the **"Victories"** part **1** status, or any part of the **"Case Solved"** status, you have nothing more to look for; Exploration ends. Otherwise, choose one:

The coastline is long and riddled with hidden coves and sheltered beaches. Where do you want to go first?

- **Pray for the Allmother to guide you** (requires **Thebalt**; pay 1 Magic) – go to Verse 8.
- **Ask the spirits to show you the way** (requires **Duana**; pay 1) – go to Verse 8.
- **Find a vantage point and use your spyglass** (requires **Naazer**; pay 1) – go to Verse 8.
- **Send Faol to find the ship** (requires **Caolin**; pay 1 Food) – go to Verse 8.
- **Methodically search the coast** – go to Verse 9.
- **Leave** – Exploration ends.

6

Your ship is ready!

Gain Secret card **82**.

Hint: You may now set sail from ports along the coast of Avalon. Be on lookout for more places where you can build or restore a port, to make your travels even easier!

Each Character gains 1 Exp. Exploration ends.

7

Constructing anything on these two slippery rocks amidst a raging sea is not an easy task. Two workers fall to their deaths, and several others break bones. But everyone understands the importance of this work. Soon, rope bridges connect the two rocks to the mainland, and your soldiers stack warning beacons atop them. You leave a small detachment to keep the beacons lit at night.

No more sailors should lose their lives here.

If you **don't have** the **"Conquest"** part **2** status, each Character gains 1 Exp and 5 Rep. Gain the **"Conquest"** part **2** status. Exploration ends.

8

In one of the sheltered coves, far from prying eyes, you find a large, black war galley. You cautiously climb down to inspect it.

Place a Die on this Location and set it to **"1."**

If you **don't have** at least 2 and **don't have** any part of the **"Tactician"** status, go to Verse 12. Otherwise, read on:

The galley is not wrecked or damaged, and the coast offers many better landing spots. Someone hid it here on purpose.

Add +1 to the Die on this Location. Go to Verse 12.

9

You methodically search the coast.

Roll a die and add the number of Time Tokens on this Location. Then, check your result:

1-2 – *An alluring creature emerges from the water. It's a trap!* Resolve the **"Selkie"** green Encounter (Difficulty 3). Regardless of the result, place a Time Token on this Location. Exploration ends.

3-4 – *A group of half-mad survivors from a plagueship approaches you.* Resolve the **"Plagueship Survivors"** blue Encounter (Difficulty 2). Regardless of the result, place a Time Token on this Location. Exploration ends.

5+ – *There it is!* Go to Verse 8.

10

This must be the captain's quarters. An open ship log rests on the table, containing the full account of a long journey to Avalon that ends with a short note the ship was attacked by barbarians as soon as it made landfall.

If you **don't have** at least 2 and **don't have** the **"Mercurial Skald"** Companion Item, go to Verse 13. Otherwise, read on:

For a message scribbled in heat of combat, the note is remarkably legible, written carefully with a steady hand.

Add +1 to the Die on this Location. Go to Verse 13.

11

Go to:

12

The ship sits on a sandbank in waist-high water. You approach its thick hull and listen for a moment, hearing nothing. You climb aboard and confirm your suspicions there's not a soul left on the ship.

If you **don't have** at least 2 , and **don't have** Secret card **82** or Secret card **93**, go to Verse 3. Otherwise, read on:

It's not only the crew that seems to be missing. Portions of rigging and the ship's ballista are also gone, as if someone went through the trouble of dismantling them.

Add **+1** to the Die on this Location. Go to Verse 3.

13

You've seen everything there is to see in this place. Now, you're ready to make your judgement!

If the Die on this Location shows 3 or more, **remove the Die** and go to:

If the Die on this Location shows 2 or less, **remove the Die** and go to:

14

You finish the work on the pier, supplying a safe mooring for ships sailing along the southern coast of Avalon.

Gain the **"Ports of Avalon"** part **2** status. You can now sail from (and into) this port, provided you have a ship...

Exploration ends.

15

One of the cliffs is tall enough to offer an unobstructed view of nearby lands. You even see the magnificent giant dolmen up north, and fort Tintagel in the northeast, beyond the forest of blindingly white trees.

The human capital seems within a grasp of your hand, though you know it takes many days of travel to get there from this coast.

Each Party member with 3 or more loses 1. Exploration ends.

If you **have** the **"Conquest"** part **8** status, go to Verse 12. Otherwise, read on:

Young, thin trees shroud the coast. Most look like they sprouted at the same time, a decade or two ago, not unlike young growths. Was it the work of the wyrdness? The giants? A striking piece of Avalonian landscaping? Traveling between the trees is not only easy and pleasant, but also safer, as they offer cover from prying eyes.

- **Inspect the area** – go to Verse 2.
- **Look for tracks** (requires **Special Event H**) – go to Verse 5.
- **Set up a logging operation** (pay 3 and 2 Rep; requires at least 2) – *Tintagel always needs lumber.* Go to Verse 4.
- **Leave** – Exploration ends.

1

It doesn't make sense! The rocky crags and peaks of Whitepoint are home to the brutal Dál Riata tribes, who never fully accepted Arthur's rule. Following their escape to Avalon, they cut all ties with Tintagel and became independent. Going there would put Arthur's sister Morgaine in danger. Why would she do that?

New Task: Follow the tracks into Whitepoint and secure Morgaine's freedom.

Exploration ends.

2

If you **don't have** the **"Strange Encounters"** part **4** status, go to Verse 6.

If you **don't have** the **"Dangers of Avalon"** part **5** status, go to Verse 10.

Otherwise, read on:

You wander the forest for a time...

Toss a Dial.

Skull – *... but you do not find anything of interest.* Exploration ends.

Grail – *... and you find some edible berries.* Gain 1 Food. Exploration ends.

3

The travelers, heading for a new farmhold south of Tintagel, thank you for your help.

Each Party member gains 2 Rep. Gain the **"Strange Encounters"** part **4** status and 2 Wealth. Exploration ends.

4

If there are any Units under the **"Detachment"** Secret card (**49**), you cannot send any more missions right now; Exploration ends. Otherwise, read on:

Tintagel and nearby farmholds need lumber to expand but the closest forest was taken by the Stagfather's followers. This might be a good business opportunity...

Place any number of your Units in one pile and place a **"Detachment"** Secret card (**49**) on top of them. Count the total of all Units in this stack and place that many red markers on the **"Detachment"** secret card.

Place a Dial and a Time Token on the **"Detachment"** Secret card and set them to **"3."** When the Dial reaches 0, gain all red markers from the Secret card as Wealth – you may distribute it any way you want between the Characters.

Finally, return all Units from under the Secret card to any Characters. Exploration ends.

5

The spongy moss covering this sparse woodland yields to wagon wheels and marching boots. It preserved the tracks of a group of travelers with a single wagon remarkably well. You track them and notice they've cut through the wood and make for the snowy peaks known as the Whitepoint.

If you **have** the **"Case Solved"** part **1** status, go to Verse 1.

If you **have** the **"Case Solved"** part **2** status, go to Verse 7

Otherwise, Exploration ends.

6

Eased by the rustling of the leaves and birdsong, you almost jump when you notice the trees before you bending under the weight of several travelers, desperately clinging to the branches and motioning for you to do the same. It doesn't take long for you to discover what chased them up there.

Draw and resolve the **"Veiled Shrike"** purple Encounter (Difficulty 2). If you win, go to Verse 3. Otherwise, Exploration ends.

7

The rocky crags and peaks of Whitepoint are home to the brutal Dál Riata tribes, who never fully accepted Arthur's rule. Following their escape to Avalon, they cut all ties with Tintagel and became independent. It makes sense for the sworn enemies of Artur to abduct his sister. You must make haste.

New Task: Follow the tracks into Whitepoint and secure Morgaine's freedom.

Exploration ends.

10

You meet an angry adventurer, busy dressing a wound on his side.

"I was told this was going to be an exciting adventure," he says bitterly. "Yet, ever since I started my travels, most of the time I'm just fighting for food or other resources I need to survive. I feel I'm barely progressing! I tried to explore this forest, had some bad luck – and look! – a wyrdbear clawed me. This is not what I signed up for!"

You nod your head and leave him do his doubts. At least you don't have it as bad as he does.

Each Character loses 1. Gain the **"Dangers of Avalon"** part **5** status. Exploration ends.

11

Gain the **"Dreamquest"** part **3** status. Go to:

12

Remove this Location from the game and replace it with Location **326** (**"Killing Grounds"**). Explore this new Location (this Exploration is free).

Dream

If you **don't have** the **"Dreamquest"** part **3** status and **have** Secret card **10**, go to Verse 11. Otherwise, read on:

You dream of eternal youth and of the green leaves rustling in the wind.

Each Character who has this Dream gains 1.

Nightmare

You dream of black, tar-like blood dripping on your sleeping body until it smothers you, filling your mouth and nostrils. Still, you can't wake. Your horrible, garbled screams echo for miles.

Each Character in the same Location gains 1.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2 and 2 Magic (per Character), each Character gains 1: put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

326 Killing Grounds

Even from afar, you see that something vile happened in this young forest. Its trees bend toward one another like whispering hags. Each step reveals more gruesome details. Between the tops of the trees, scores of Avalonian prisoners hang, the tension of the trunks slowly ripping the arms from their torsos. Drunken soldiers overseeing this atrocity cheer with each drop of black blood draining into the spongy moss.

Each Party member gains 1. Then, choose one:

- **Find Gaheris** – *He must stop this!* Go to Verse 2.
- **Look for tracks** (requires **Special Event H**) – go to Verse 5.
- **Leave** – Exploration ends.

1

It doesn't make sense! The rocky crags and peaks of Whitepoint are home to the brutal Dál Riata tribes, who never fully accepted Arthur's rule. Following their escape to Avalon, they cut all ties with Tintagel and became independent. Going there would put Arthur's sister Morgaine in danger. Why would she do that?

New Task: Follow the tracks into Whitepoint and secure Morgaine's freedom.

Exploration ends.

2

If you **have** the **"Arbiter"** part **6** status, there's nothing more to do here; Exploration ends. Otherwise, read on:

Gaheris stands in the middle of the grove, looking at a hanging Avalonian warrior in particularly ornate armor. The creature tries to maintain dignity, suspended by four arms, slowly pulled apart – but you feel its agony. You shudder as you notice pleasure on Gaheris' face.

- **Order Gaheris to stop the executions** – *Arthur wouldn't approve of this butchery!* Go to Verse 6.
- **Command your soldiers to stop Gaheris** (requires at least 1) – go to Verse 8.
- **Leave** – go to Verse 4.

3

Go to:

4

Feeling helpless and sick, you leave Gaheris and his soldiers. Over the last few weeks, you survived many hardships and sorrows, yet now you feel more tired than ever. Is this what you fought for the entire time? A future genocide? The destruction of everything that made Avalon different?

With your head full of questions, you barely notice the sudden movement ahead of you. A young Avalonian woman in sleek armor fights a grim battle, trying to rip herself free from the chains. Her execution was botched. One tree snapped, allowing her to touch the ground with the tips of her feet. Now, she tugs at three other chains, despite her obvious injuries. Once she sees you, she freezes.

- **Help free her** – *This is the least you can do.* Go to Verse 3.
- **Leave her** – *Why risk anything for one Avalonian, where so many are yet to die?* Gain the **"Arbiter"** part **6** status. Exploration ends.

5

Fortunately, the spongy moss covering this forest preserved some older tracks of wheels and boots. You follow them and notice they cut through the wood and make for the snowy peaks known as the Whitepoint.

If you **have** the **"Case Solved"** part **1** status, go to Verse 1.

If you **have** the **"Case Solved"** part **2** status, go to Verse 7.

Otherwise, Exploration ends.

6

The knight laughs at you.

"Who knew? A Royal Executor secretly in love with Avalonians? Do you how many of ours they killed at the Wyrdfort? Why spare them? They can barely live without their precious wyrdness. Once we're done with this island, and cleanse all its lands, there will be no place for them. People will forget they even existed."

Go back to Verse 2 and make another choice.

7

It all makes sense now! The rocky crags and peaks of Whitepoint are a home to brutal Dál Riata tribes, who never fully accepted Arthur's rule. Following their escape to Avalon, they cut all ties with Tintagel and became independent. It makes sense for sworn enemies of Artur to abduct his sister. You need to make haste.

New Task: Follow the tracks into Whitepoint and secure Morgaine's freedom.

Exploration ends.

8

Gaheris calls his troops. A tense stand-off ensues. Throughout your discussion with the knight, you notice your soldiers having second thoughts. It seems that to them, risking their lives in defense of a hated enemy would be too much.

With a broken heart, you realize few would support you if it came to blows.

Go back to Verse 2 and make another choice.

9

Gain the **"Dreamquest"** part **3** status. Go to:

Dream

The only thing you remember as you wake is torment and indescribable pain. Your limbs ache as if someone tried to rip them from their joints.

Each Character who has this Dream loses 1.

Nightmare

Some terrible force tried to rip you apart, but your body resisted it for days, weeks, months a lifetime of agony during which your only preoccupation was watching your blood flow drop by drop into the undergrowth of the forest.

Each Character who has this Nightmare loses 2.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 and 1 Magic (per Character), each Character gains 2: put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

327 Grand Arches

The cage sways as two giant bats carry you toward the Arches. The rocks are easily large enough to support a city if someone were mad enough to build on this unfriendly northern coast.

Go to Verse 1.

1

Your journey ends, and you're forced out of the cage at the points of several acolytes' spears.

If you **have** the **"Borderlands"** part **5** status, go to Verse 2. Otherwise, go to Verse 4.

2

They lead you to an interrogation room filled with bloodied tools and chains. A grim group of priests hears your story suspiciously.

"Answer our questions. If you want to be Morrigan's servant, you shall have the knowledge."

At first, they ask you about your dream and some general hearsay. Then they want to hear which aspect of Morrigan is the most important.

If you **have** at least 3 , go to Verse 12. Otherwise, choose one:

- **Badb** – go to Verse 5.
- **Macha** – go to Verse 10.
- **Namain** – go to Verse 7.

3

If the knight weren't such a great warrior, you would be in trouble. Fighting warbeasts and other monstrosities is exhausting. When the bloodshed ends, wounds cover your body and horrors shatter your mind. But, in the end, you fight your way through to Morrigan's chamber.

Go to Verse 15.

4

Acolytes chain you and the knight to bloodied tables. Fetid smells and unsettling tools surround you pliers, saws, needles. You feel an inexorable urge to escape, but your captors are vigilant.

- **Let them work for a moment** – *It can't be that bad...* Go to Verse 9.
- **Break free and attack your captors** (pay a total of 2 and per Party member) – go to Verse 8.

5

"Badb," you say.

Your answer enrages the acolytes, who attack without hesitation.

Each Party member loses 3 reduced by their . Go to Verse 4.

6

The Ear of Morrigan is an enormous bat hanging from a ceiling in an underground chamber. It remains motionless, but you feel it keeping vigil, peering deep into your soul, probing for weakness. You stand in total silence for a time, then an acolyte tells you that Morrigan will see you.

Go to Verse 15.

7

"Nemain," you say.

Your answer enrages the acolytes, who attack without hesitation.

Each Party member loses 3 reduced by their . Go to Verse 4.

8

A fight breaks out. You and the knight kill several acolytes without much effort, but more approach, including warbeasts and bats that prowl Morrigan's underground fortress.

Each Party member loses 1 . Roll a die and add your . Check your total result:

1-5 – *The sounds of battle attract more enemies.* Go to Verse 3.

6+ – *You manage to ambush newcomers and avoid raising the alarm.* Go to Verse 11.

9

They inject you with something, and your body goes numb. Your thoughts disappear one by one, and in the end, all that is left is an empty slate, waiting to be filled. A spark of consciousness ignites in you escape, it says, now!

- **Escape** (pay a total of 3 and per Party member) – *You strain everything, even your soul, to escape.* Go to Verse 8.
- **Don't move** – *Emptiness is pleasant.* Go to Verse 13.

10

"Macha," you say.

They seem pleased.

"War always makes place for more fertility in the end. It's a suitable choice. But here, you would serve the goddess. You can't fear havoc or dark magic," a tall acolyte says. "It's time for the last examination your thoughts will be heard by the Ear of Morrigan herself."

This doesn't seem good. It's one thing to trick some fanatics entirely another to trick a goddess. Maybe it's time for a surprise attack, while the acolytes have dropped their guard around you?

- **Attack** – go to Verse 8.
- **Go to the Ear of Morrigan** – go to Verse 6.

11

You thought finding Morrigan would be difficult, but the underground fortress is still under construction. You follow the corridors that look mostly done, and soon you stand before the doors of the goddess' chamber.

Go to Verse 15.

12

Go to Verse 10.

13

You don't remember much. They did something to your body. They revealed deposits of anger hidden deep inside. There was pain, but also rapture and feelings of power. Then, a clear memory of you breaking chains, and killing every acolyte in sight.

Lucidity comes to you lying on the floor, covered in blood and feces. You notice Drystan looking at your hands with terror in his eyes. You follow his gaze. Your left hand now resembles a wolf's paw with sharp claws and thick fur. You shake your head. No time to think about it now.

It's time to pay Morrigan a visit.

All Party members roll a die. The Character with the highest roll reduces their highest Attribute by 1 and increases their lowest Attribute by 1. If several Characters roll the same result, they roll again until one rolls higher.

Go to Verse 11.

15

Go to:

328 DREADLANDS

These dark lands lie always in the shadow of the enemy capital. The wyrdness flowed through here so heavily, even plants and stones appear alien. The Mouth of Tuathan to the west, flanked by its imposing guardian statues, draws your attention you barely notice a strange anomaly in the far corner of these parts, or hear the sound of the nearby ocean.

- **Inspect the anomaly** – go to Verse 1.
- **Go down to the ocean** – go to Verse 2.
- **Stare into the Mouth of Tuathan** – go to Verse 4.
- **Leave** – Exploration ends.

1

If you **have** the **"Strange Encounters"** part **9** status, the anomaly is already subsiding; Exploration ends. Otherwise, read on:

As you get closer to the anomaly, you pick up incredible speed. But then you realize the terrain itself moves beneath and toward you. Mountains upheave in the distance and, as they approach, grow smaller. Raging rivers sprout from the ground far ahead and disappear as they travel from the epicenter. The anomaly throws at you deserts of sand, jungles with towering trees, marshes, lakes like a land-birthing conveyor belt.

- **Go toward the anomaly** – go to Verse 7.
- **Observe longer** – go to Verse 5.
- **Leave** – Exploration ends.

2

The plains slope gently down toward the coast, where steel-colored, ice-cold waves of the northern sea break on long, stony beaches. This is one of the few places along the northern edge of the island suitable for ships to moor.

- **Build a port** (pay 3; requires at least 5) – go to Verse 6.
- **Set sail** (requires the **"Ports of Avalon"** part **7** status and Secret card **82** or **93**) – go to Verse 9.
- **Leave** – go to the start of this Location and make another choice.

3

You think you spot a figure at the center of the anomaly likely human, but you're unsure, as rapidly growing trees and briskly forming sandstorms obscure your view. You want to get closer, but suddenly you find yourself standing between unfamiliar trees with towering trunks devoid of branches and topped with large leaves. You fall, pushed by some unseen force. You rise, unsure now where to go. The landscape changed once again!

If you **have** 3 or more , go to Verse 12. Otherwise, choose one:

- **Go toward the sound of a raging wind** – go to Verse 13.
- **Go toward the sound of water** – go to Verse 10.

4

The surreal vistas make your head spin, but the longer you look into the buildings and spaces twisting around one another, the more certain you become there is some divine complexity behind their movement.

Each Party member that has less than 3 Magic, gains 1 and 1 Magic.

Exploration ends.

5

The center of the anomaly revolves slowly in one direction. It's almost imperceptible, as the region affected by the changes is vast, and its motion is almost leisurely You try to identify the logic behind the shifting terrain, but it's beyond your ability.

- **Go toward the anomaly** – go to Verse 7.
- **Leave** – Exploration ends.

6

Gain the **"Ports of Avalon"** part **7** status. Exploration ends.

7

Your unease becomes nausea. It takes time to adapt to these unnatural conditions and ever-shifting horizon, but finally, you conquer vertigo but this was just the first obstacle to overcome. To one side, a cluster of low hills approaches. On the other, a meandering river shifts to entangle you in its coils.

- **Press on through the moving hills** (each Party member pays 3 reduced by 1 for each point of their) – go to Verse 3.
- **Cross the river and go around** – go to Verse 8.
- **Turn back** – Exploration ends.

8

You cross the river, assuming it would get you closer to your goal, but you find yourself in another meander. Why must everything change so swiftly? You must plan your moves more carefully.

Each Party member loses 3 reduced by 1 for each point of their . Go to Verse 3.

9

Go to:

10

You emerge from the strange forest and find yourself near a river – you're not sure, but it might be the same river you encountered before. And even if it's not, now, on the open space, you can see you went in the wrong direction.

- **Turn back and go to the center of anomaly** (pay 1 per Party member) – go to Verse 13.
- **Leave this damned place** – Exploration ends.

11

The woman stops. So does the terrain – mountains, waking rivers, and half-grown woods freeze in time. Vertigo strikes you again, caused by the sudden stillness. "Why do you disturb my study?" the woman asks.

Roll a die, adding your and . If the result is 6 or more, go to Verse 17. Otherwise, she starts moving again, and so does everything else. Go to Verse 15.

12

You try to remember the way you fell, and you analyze what you have seen before. You decide to go toward the sound of the raging wind.

Go to Verse 13.

13

Grass and rocks yield before a vast expanse of sand. The wind kicks up clouds of dust, irritating your eyes and scratching your face. You fight through, and soon, stand amidst a flowery meadow, leaving the desert behind. Here swirls the center of the anomaly, and you see inside stands a human figure – a woman, enshrouded in wyrdness. She walks forward, scribbling something on parchment. She ignores mountains rising at her feet, rivers spurting from the ground, and rapidly growing trees. The terrain changes and pushes you back much faster here. It takes a brisk walk just to stay in place.

- **Try to approach her** (pay 1) – go to Verse 14.
- **Call out to her** – go to Verse 16.
- **Go back** – Exploration ends.

14

You strain against the roiling earth, but the terrain pushes you back faster than you can run.

- **Call out to her** – go to Verse 16.
- **Go back** – Exploration ends.

15

The woman pays no heed, and, suddenly, a small mountain ridge rises and pushes you back to the outskirts of the anomaly. You lie on your back, unable to move from exhaustion. Who was she? She looked like a cartographer – maybe the Royal Geographic Society back in Tintagel knows something about her?

New Task: Seek more information about this eternal traveler.

Each Party member gains 1 Magic. Exploration ends.

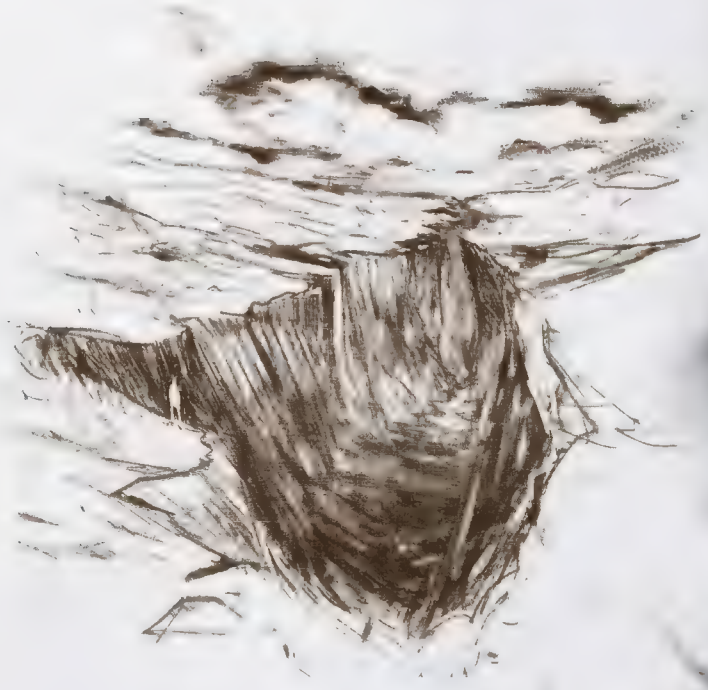
16

Several names come to your mind. Which will you shout?

- **You don't know her name** – go to Verse 15.
- **You know her name** (requires the **"Inquiries"** part 3 status) – go to Verse 11.

17

Go to:



329 Pristine Geoglyphs

Seemingly, nothing changed here. Cold, silent skies hang motionless over the labyrinth of thick white lines. Still, you feel at peace. The beacon was lit. Time will tell if anything will answer.

Many workers linger, as if they find it hard to believe their task is truly done.

- **Tell them they can go home now** – go to Verse 1.
- **Recruit them** (pay 1 Rep; requires no) – go to Verse 2.
- **Trade equipment for food** *They have plenty of wild game and fish, but lack tools and supplies.* Go to Verse 3.
- **Leave** – Exploration ends.

1

Each worker justifies their reluctance to leave in a different way. A young stonemason says he's simply resting before the journey. A gray-haired supervisor says she wants to stick around for a while to make sure no one damages the symbols when breaking camp. A bald hunter simply stares at the glyphs and says:

"It's so peaceful. No place like it, and I've seen plenty of places."

Go back to the start of this Location and make another choice.

2

So many people wandering without a purpose you're sure you could convince some to follow you on other missions.

Pay any amount of . Roll the die. Add your and the amount of paid to the result. Then, check the final result below:

1-5 – *No one seems willing to move.* Exploration ends.

6+ – *You find a group of eager volunteers and arm them as best you can.* Gain Secret card **75**. Exploration ends.

3

Each Party member may discard one non-Companion Item to gain 5 Food. Exploration ends.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1, 1, and 1 Magic (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

330 Forbidden Mound

Surrounded on three sides by a swift river, this steep mound seems a good place for a defensible camp. Considering the surroundings, it's strangely serene. Walking its grass-covered slope, you almost forget the war and the looming shadow of Tuathan.

If you **have** the **"Traveler's Knowledge"** part **4** status, go to Verse 5. Otherwise, choose one:

- **Look for the menhir** – go to Verse 3.
- **Walk around the hilltop** – go to Verse 4.
- **Leave** – If you have any Units, go to Verse 2. Otherwise, Exploration ends.

1

Digging with your bare hands, you unearth more pieces of stone. Finally, you step back to admire your work. Part of a giant eye stares skyward from under a thin layer of soil. You're standing atop the head of an enormous statue! Uncovering all of it will require an incredible amount of work.

Gain the **"Traveler's Knowledge"** part **4** status. Then, choose one:

- **Start a large-scale excavation** (requires at least 1 ; pay 3) – go to Verse 6.
- **Reconsider** – go back to the start of this Location and make another choice.

2

The serenity of this place struck your soldiers even harder. They lie on the grass and refuse to move.

- **Force them to move** (lose 1 and 1 Rep) – Exploration ends.
- **Let them rest longer and take a walk around the hilltop** – go to Verse 4.

3

You feel a familiar presence of the statue somewhere here, but you can't see it. A menhir close to this mound would make travel along the wall much easier. You must find it!

New Task: Locate the menhir in this Location.

Go back to the start of this Location and make another choice.

4

You spot a strange piece of intensely red stone, protruding just above the soil. It's warm to the touch and radiates a soothing energy.

- **Unearth more of this strange stone** (lose 1 and 1 Rep) – go to Verse 1.
- **Reconsider** – go back to the start of this Location and make another choice.

5

If you **have** the **"Dangers of Avalon"** part **6** status, go to Verse 7. Otherwise, choose one:

- **Start a large-scale excavation of the mound** –(Requires at least 1 ; pay 3 and 1 Rep) – go to Verse 6.
- **Leave** – If you **have** any units, go to Verse 2. Otherwise, Exploration ends.

6

Soldiers set to work with surprising eagerness. Everyone is curious about the thing under the mound. Focused on the work, you barely notice the sky darkening over Tuathan and a strange wind picking up. A lone shape emerges from a large hole in Tuathan's wall and glides in your direction. You notice it only as it becomes larger.

It's a Doomwing a knight of Tuathan mounted atop a giant, armored Thunderbeak. He shouts from afar, his voice rippling wyrdness like a rock thrown into a pond, blossoming in your head with words of warning. It appears that he doesn't like you digging in the mound so much he's willing to attack your entire force.

The soldiers abandon their tools and run down the hill. Everyone knows mortals cannot defeat a Doomwing. If you wish to continue this excavation, you must defeat him.

Gain the **"Dangers of Avalon"** part **6** status. Then, choose one:

- **Stand and fight** – go to Verse 7.
- **Retreat** – Exploration ends.

7

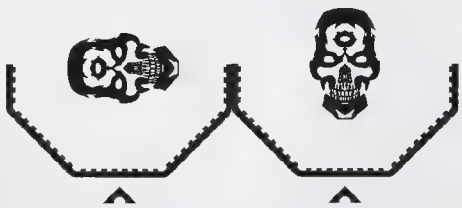
The aura surrounding the mound visibly weakens the Doomwing, and a few soldiers are brave enough to stand beside you at this vital moment.

Draw and resolve the **"Doomwing"** purple Encounter (Difficulty 5). Sum up the total of all Party members, add your to the result, and gain that many . Each Party member draws one additional card at the start of the Encounter.

If you win, go to Verse 8. Otherwise, Exploration ends.

8

Go to:



331 The Nook

Tuathan's wall turns sharply, creating a large nook sheltered on three sides from fierce winds and peering eyes. The sunlight rarely reaches this place, and right above, a wide hole resembles a sinister eye. Considering this, you're amazed some people chose this place for a permanent camp.

- **Approach the settlers** – go to Verse 1.
- **Inspect the eye** *It draws your gaze toward it.* Go to Verse 3.
- **Visit the healer** (requires **"Dangers of Avalon"** part **8** status) – go to Verse 7.
- **Leave** – Exploration ends.

1

The camp is well-organized: people build sturdy shelters, children tend cattle, and elders look after babies. They seem confident of their safety – their elders claimed that, though masters of Tuathan watch the entire island, this is one place they cannot see. You look up and realize this might just be true – the bulging, narrow nook makes it impossible for you to see the top of the wall...

Each Party member with 5 or more loses 1.

If you're playing **Caolin** and you **don't have** the **"Inquires"** part **4** status, go to Verse 4.

Otherwise, Exploration ends.

2

This chosen Party member draws two Combat cards. Sum up the in the Bonus Keys of these cards. Then, the chosen Party member loses 5 reduced by this number. Read on:

You dispose of the creature, its body falling limply off the edge.

Gain the **"Dangers of Avalon"** part **8** status. The chosen Character gains 1 Exp. Go to Verse 8.

3

If you **have** the **"Supernatural Events"** part **9** status, go to Verse 5.

If you **have** the **"Dangers of Avalon"** part **8** status, go to Verse 7. Otherwise, read on:

Otherwise, read on:

You climb the nearby hill and find a woman sitting cross-legged and looking into the wyrdstone eye. Only when you greet her louder does she glance at you before returning her gaze to the hole. She tells you a shape born of wyrdness peeks out of the gap sometimes, looks around, and turns back once it sees her. She is certain it would set itself free and harm someone in the village below if she didn't keep an eye on the tunnel. If you want anything from her, you must help her somehow.

Gain the **"Supernatural Events"** part **9** status. Then, choose one:

- **Climb up to the hole** – go to Verse 5.
- **Leave for now** – Exploration ends.

4

A colorful shape catches your eyes; a splendid dreamcatcher made of sinew, coral, and bird bones. There are many like it on the houses here. You learn a spirit healer, a leader of these people, made them. Your heart races. Could it be you've finally found someone who can help?

"She's in the hills, looking at this strange hole again..." the people reply, as you ask them about this healer, and you follow their directions.

Go to Verse 3.

5

The structure of the wall provides comfortable holds for your hands and feet. Soon, you stand in the wall's mouth, in the middle of this peculiar wyrdstone rosetta. You turn around to look at the spirit healer, far down. She frantically gestures at something behind your back.

"Lucky. Lucky me," the slurring voice says. "I cannot leave to feed. So, food comes."

You turn around to find a small wyrdspawn, the size of a child. Its eyes are black, its mouth full of sharp teeth. "Tender food. Bright eyes too far. Can't stop here," it says and leaps at you.

Choose one Party member, then go to Verse 2.

6

Go to:

7

If there's a Time Token on this Location, the healer is still resting; Exploration ends. Otherwise, read on:

The spirit healer welcomes you, still grateful for your help. She provides free treatment, charging you only for ingredients.

- **Heal your wounds** (pay 1 Wealth per Party member) – each Party member gains 3. Place a Time Token on this Location. Exploration ends.
- **Ask her about Faol** (requires **Caolin**) – go to Verse 6.
- **Leave for now** – Exploration ends.

8

You climb back to the spirit healer and she thanks you for your help, relieved. Her alertness melts, her slumping posture and dark circles under the eyes making it obvious just how long she went without sleep.

"I think I'll rest now," she says. "Thank you! Take these charms as your reward, and return to see me later, if there's anything more you wish from me."

Gain 3 Magic and 2 Rep. Place a Time Token on this Location. Exploration ends.

334
Isle of the Dead

You make your way toward the island, its dark willow grove overlooked on three sides by an ancient necropolis carved into the side of the mountain. A thousand black eyes — windows peering into the mists — watch your every move. Who created this place? How long ago?

If you're playing **Chapter 13** and you **have** the **"Traveler's Knowledge"** part **6** status, go to Verse 24.

If you **have** the **"Conquest"** part **1** status, go to Verse 1.

If **Special Event H** is revealed, go to Verse 19.

Otherwise, go to Verse 20.

1

Red Priests have started construction of their new asylum. They don't seem too thrilled about this place, and they desperately need more supplies.

Each Party member may exchange 1 Food for 1 Wealth any number of times.

Then, go to Verse 20.

2

A vast underground hall, surrounded on all sides by black windows of houses carved into the rock. Have you seen this before? Three corridors lead from here.

- **Enter the first corridor** – go to Verse 17.
- **Enter the second corridor** – go to Verse 7.
- **Enter the third corridor** – go to Verse 3.

3

A vast underground hall, surrounded on all sides by black windows of houses carved into the rock. Three corridors lead from here.

- **Take the leftmost corridor** – go to Verse 4.
- **Take the central corridor** – go to Verse 6.
- **Take a corridor on the far right** – go to Verse 15
- **Take the route you've marked on your map** (requires the **"Traveler's Knowledge"** part **5** status) – go to Verse 21.
- **Send your soldiers to map the necropolis** (requires at least 2) – go to Verse 22.

4

Another similar corridor that branches off after a while.

- **Take the first fork** – go to Verse 5.
- **Take the second fork** – go to Verse 12.

5

A vast underground hall, surrounded on all sides by black windows of houses carved into the rock. Have you seen it before? Two corridors lead from here.

- **Enter the first corridor** – go to Verse 8.
- **Enter the second corridor** – go to Verse 16.

6

Another similar corridor that branches off after a while.

- **Take the first fork** – go to Verse 13.
- **Take the second fork** – go to Verse 7.

7

A vast underground hall, surrounded on all sides by black windows of houses carved into the rock. Have you seen it before? Two corridors lead from here.

- **Enter the first corridor** – go to Verse 9.
- **Enter the second corridor** – go to Verse 11.

8

These halls are lower and more decrepit than the rest of the necropolis. Something's moving in here...

Draw and resolve a purple Encounter. Regardless of the results, read on:

A dead end. You must turn back.

Each Party member gains 1 . Go to Verse 10.

9

A vast underground hall, surrounded on all sides by black windows of houses carved into the rock. Have you seen it before? Three corridors lead from here.

- **Enter the first corridor** – go to Verse 18.
- **Enter the second corridor** – go to Verse 17.
- **Enter the third corridor** – go to Verse 3.

10

A vast underground hall, surrounded on all sides by black windows of houses carved into the rock. Have you seen it before? Two corridors lead from here.

- **Enter the first corridor** – go to Verse 4.
- **Enter the second corridor** – go to Verse 16.

11

Go to:

12

Another similar corridor that branches off after a while.

- **Take the first fork** – go to Verse 3.
- **Take the second fork** – go to Verse 7.

13

Another similar corridor that branches off after a while.

- **Take the first fork** – go to Verse 3.
- **Take the second fork** – go to Verse 5

14

A vast underground hall, surrounded on all sides by black windows of houses carved into the rock. Have you seen it before? Three corridors lead from here.

- **Enter the first corridor** – go to Verse 3.
- **Enter the second corridor** – go to Verse 7.
- **Enter the second corridor** – go to Verse 18.

15

A vast underground hall, surrounded on all sides by black windows of houses carved into the rock. Have you seen it before? Three corridors lead from here.

- **Enter the first corridor** – go to Verse 7.
- **Enter the second corridor** – go to Verse 18.
- **Enter the third corridor** – go to Verse 17.

16

You walk down a long, ceremonial alley, winding through the necropolis. Is this the only one, or are there several?

Go to Verse 2.

17

A dead end! You're so sick of this place...

Each Party member loses 1 and gains 1 . Go to Verse 14.

18

You walk down a long, ceremonial alley, winding through the necropolis. Is this the only one, or are there several?

Go to Verse 5.

19

Several boats lie abandoned on the shore. Footprints lead to the dark entrance of the necropolis, a portal carved in the side of the mountain, large enough for a siege tower to roll through. Beyond this entrance, a labyrinth of identical halls and corridors branches off in all directions. It won't be easy to find your way down here.

Go to Verse 3.

20

The island stands as silent as the graves it houses.

Gain the **"Ports of Avalon"** part **6** status. Then, choose one.

- **Take a rowboat to a western coast** (only if Location **348** or **349** is revealed) – move all Party members to the **"Whitepoint"** Location (**348**). Exploration ends.
- **Take a rowboat to the northern coast** (only if Location **367** is revealed) – move all Party members to the **"Windswept Highland"** Location (**367**). Exploration ends.
- **Summon your ship** (requires Secret card **82** or **93**) – go to Verse 23.
- **Stay on the island** – Exploration ends.

21

Go to Verse 11.

22

You wait by the entrance for the scouting groups to return. Some do. Others don't. At least you now have a detailed map of this maddening labyrinth only one path leads to the lower halls, where your scouts found signs of Morgaine's followers.

Lose 1 and 3 Rep. Go to Verse 11.

23

Go to:

24

Old footprints lead to the dark entrance of the necropolis, a portal carved in the side of the mountain, large enough for a siege tower to roll through. Beyond this entrance, a labyrinth of identical halls and corridors branches off in all directions. It won't be easy to find your way down here.

Go to Verse 3.

335 Uncovered Visage

A calm face of red wyrdstone gazes into the heavens, pools of rainwater painting its three eyes blue. Somehow, it feels even older than Tuathan itself.

A corridor in the ear leads inside, where within warm corridors and gem-studded domes, lies something resembling a menhir...

Each Party member loses 1 and gains 1 Magic (up to 3 Magic). Exploration ends.

1

The visage seems deadly to the Avalonians. Navigating around it takes a lot of time and effort.

When an Enemy Army enters this Location, place 2 Time tokens here.

Note: Remember to remove one Time token during the current Start of the Day.

If at the start of the day there's a Time Token in this Location, remove the token instead of resolving the Army's Order.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 Wealth, 1 Magic, and 1 Food (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

336 Stepped Pyramid

You have reached the end of the world. Strange ruins perch precariously atop jagged cliffs, surrounded by a sea of red moss.

- **Enter the ruins** – go to Verse 1.
- **Take the stairs leading down the cliff** – go to Verse 3.
- **Leave** – Exploration ends.

1

Rectangular brown stones form the massive ruins. Are these bricks? You've heard these are costly, but here they comprise an entire structure. You try to enter the vestibule, but an invisible force repels you. Whoever abandoned this place made sure to protect it from looters. You wonder how many centuries this protection can last...

Go back to the start of the Location and make another choice.

2

Seagulls circle over your head. You're almost lulled to sleep by the monotonous sound of waves crashing against the rocks.

Each Party member loses 1. Exploration ends.

3

The steps carved into the cliffside are too high and uncomfortable to climb.

Each Party member rolls a die and adds their . Each Party member with a result lower than 4 loses 2, slipping and hurting themselves. Regardless of the result, go to Verse 4.

4

You stand now at the bottom of the stairs, and find a stone harbor in a perfectly good condition. You raise your head toward the ruins on the cliff far above you. The inhabitants of this strange structure depended heavily on sea transport. Waves eroded the structure, but it is still possible to reach most of its piers.

Gain the **"Ports of Avalon"** part **5** status if you **don't have** it yet. Then, choose one:

- **Fish** (pay 3 or discard the **"Fishing Net"** Item) – gain 2 Food. Exploration ends.
- **Rest, looking at the sea** – go to Verse 2.
- **Summon your ship** (requires Secret card **82** or **93**) – go to Verse 5.
- **Leave** – Exploration ends.

5

Go to:

This is it! You arrive at the edge of human existence in Avalon. A huge black boulder, visible from miles away, dominates the landscape — a navigation aid and a dire warning all in one. Beyond it, few ever set foot.

If you **have** the **"Trials"** part **5** status and **don't have** the **"Borderlands"** part **1** status, go to Verse 1.

If **Special Event O** is not revealed, go to Verse 16.

Otherwise, choose one:

- **Look for survivors** (requires **Special Event O**, only if you **don't have** the **"Borderlands"** part **2** status) – go to Verse 3.
- **Retake the area around the black stone** (requires **Special Event O**, only if you **don't have** the **"Borderlands"** part **3** status) – go to Verse 10.
- **Visit the settlement under the black stone** (requires **Special Event O** and the **"Borderlands"** parts **2** and **3** statuses) – go to Verse 12.
- **Plan your route to the Grand Arches** (requires **Special Event O** and the **"Borderlands"** part **4** status) – go to Verse 2.
- **Leave** – Exploration ends.

1

As you enter the Reach, you stumble upon a makeshift camp hidden in a dense thicket. Wounded settlers lean against trees, and those in better condition tend their wounds or construct shoddy stockades. One person stands out — a tired, young man in dented armor. He tells you these are the settlers who tried to build a farmhold under the black boulder in the middle of the plateau. Several nights ago, they were assaulted by a band of warbeasts and giant bats from the north. Many were slain. Many more were taken north as slaves.

Gain the **"Borderlands"** part **1** status. Choose one:

- **Look for other survivors** – *During the attack, people scattered in all directions.* Go to Verse 3.
- **Retake the area around the black stone** – *The knight warns you that the warbeasts are still around.* Go to Verse 10.
- **Leave them** – *You can help them later.* Exploration ends.

2

You discuss many ideas with Drystan, but most seem as mad as catching one of the bats by its legs and flying it to the island. Only two concepts seem remotely possible: infiltrating as a slave, or as a candidate for acolyte. Both plans are dangerous, but Drystan vows to help and go with you, whatever you choose.

- **Allow yourself to be captured** (requires all Characters) – *You must leave all your equipment and companions behind.* Go to Verse 13.
- **Approach Morrigan's priests under the guise of joining as an acolyte** (requires all Characters) — *Taking your soldiers or companions is out of question.* Go to Verse 14.
- **Reconsider** – Exploration ends.

3

After questioning people in the thicket, you learn that the largest group of survivors hid inside a nearby cave, where they still defend against beasts. Smaller groups might be hiding in several places.

- **Save the people in a cave** – go to Verse 5.
- **Find and gather the smaller groups** (pay 3 per Party member reduced by 1 for each point of their) – go to Verse 7.

4

After dealing with you, the beasts easily kill the now-exposed survivors.

Your only choice is to gather smaller groups scattered throughout the area – each Party member loses 3 . Gain the **"Borderlands"** part **2** status. Exploration ends.

5

You sneak through the ravine leading to the cave and stop as you hear guttural growls. As you peek out from your concealment, you see two warbeasts flailing their claws against a barricaded cave entrance. Occasionally, a spear tip appears from between the stones and planks, attempting to chase off the beats. You're not sure how long the barricade will hold.

- **Ambush the monsters** – go to Verse 9.
- **Retreat and help the other survivors first** (pay 3 per Party member; reduce this cost by 1 for each point of their) — *This will take time.* Go to Verse 7.
- **Retreat for now** – Exploration ends.

6

The fight is harsh – the beasts didn't expect you, but they have the battle experience your people lack. You push yourself to your physical limits to save at least some settlers from warbeasts' claws.

Each Party member loses 4 (reduced by their) and 4 Rep (reduced by their). Go to Verse 8.

7

The plateau is wide and riddled with difficult terrain, so your search takes time. You avoid stray warbeasts and their pale-skinned masters, faces adorned with black markings and a strange symbol on their clothes.

Survivors tell you these unsettling figures are the followers of Morrigan, goddess of death, crows, and dark magic. This makes you shudder – of all the things from the Homelands, Morrigan was one you were most willing to leave behind.

Soon, you go back to the thicket camp, where grieving people deliver sad news – it seems the survivors in the cave were all slaughtered as you spent your day looking for smaller groups.

Gain the **"Borderlands"** part **2** status. Exploration ends.

8

Following the fight, settlers immediately fortify the area around the stone, while you and the knight take one of the pale-skinned humans for interrogation. It's not easy to force him to talk.

Each Party member gains 1 for each point of their . Read on:

You learn the man is a priest serving Morrigan, a goddess who lives hidden in the depths under the Grand Arches to the north. Morrigan builds up an army and claims this land in preparation for the war with other gods she expects to land on these shores. The cultist, however, doesn't know any further details. You leave him to recover under the watchful gaze of the settlers.

Gain the **"Borderlands"** part **3** status. If you **have** the **"Borderlands"** part **2** status, go to Verse 12. Otherwise, you must still save the remaining settlers – Exploration ends.

9

You rush the beasts, surprise flashing across their faces. One turns to face you. Seeing you charge, the defenders open the stockade and attack the other monster.

Resolve the **"Unchained Warbeast"** gray Encounter (Difficulty 3) – ignore its custom rule.

If you win, the people from the cave go back to the camp, gathering scattered survivors along the way; gain the **"Borderlands"** part **2** status. Exploration ends.

Otherwise, go to Verse 4.

10

You and the knight lead the settlers toward the black stone to reclaim it. People have armed themselves with simple weapons and aren't accustomed to fighting, but under your command, they move like a decent infantry unit. There aren't many warbeasts beneath the stone, so you should be able to defeat them. The question is: at what cost?

Add 1 to your if you **have** the **"Borderlands"** part **2** status. If your is now 2 or higher, go to Verse 11. Otherwise, go to Verse 6.

11

Using strength in numbers and your military experience, you easily rout the unprepared beasts, suffering minor casualties.

Gain 2 Rep. Go to Verse 8.

12

In the shadow of the giant boulder, settlers toil raising barricades and setting up traps to defend themselves against Morrigan's threat. The young knight who oversees their work approaches you.

His name is Drystan, and he's a son of one of the noblest families that fled to Avalon. He fears warbeasts will eventually come back, and these settlers won't be able to defend themselves, despite their efforts. He asks for your help – he wants to go to the Grand Arches and solve the problem at its source. To get there, you'd have to cross a stretch of raging sea and reach the top of the arches. Drystan knows Morrigan's priests are hauled there by giant bats, but this route doesn't seem possible for you.

Your conversation is interrupted by a group of settlers. They want to reward you for saving their tiny farmhold, but they are ashamed to admit they have nothing of value. They bring you to the foot of the stone, where their stonemason carved in a large, legible inscription.

"This inscription here says we owe you a debt of a hundred gold coins. It will stay here, binding our farmhold to repay you or your descendants, until we make good on the promise. Please, come back in a couple of years to retrieve your reward."

You nod your head in thanks. As much as you appreciate the gesture, spoiling the sleek, shining boulder with human runes somehow feels wrong. Besides, you're not so sure any of you will be among the living in a couple of years...

Gain the **"Borderlands"** part **4** status.

New Task: Infiltrate the Grand Arches and find a way to convince or stop Morrigan.

Now, choose one:

- **Plan a route to the Grand Arches** – go to Verse 2.
- **Leave** – Exploration ends.

13

You leave your prized equipment in the settlers' hands and head out with the knight, doing your best to look like travelers astray in the wyrd-claimed land.

Put all your Items, Units, and Secret cards (except those with **"Personal"** or **"Global"** keywords) under the **"Detachment"** Secret card (**49**). You can't use them for now.

It doesn't take long until you're noticed by giant bats, who start screeching and attract warbeasts. The beasts charge, and for a moment you doubt your plan, seeing bloodlust in their eyes. As you consider fleeing, two pale-skinned women appear behind the warbeasts and stop them with a shout. The beasts surround you, visibly disappointed, as the women approach.

"Strong limbs. They will do well," one says.

"Come with us or die," the other addresses you.

Go to Verse 15.

14

You carefully move toward a small camp at the northern tip of the coast serving as main hub for transferring goods and slaves to the Grand Arches. The warbeasts, gathered in iron cages, catch your scent and begin to snarl. One of the acolytes silences them with a sharp command. You gather your courage and emerge from cover.

"Are you looking for death, fool?" a short woman in tattered dress asks, absentmindedly petting one of the warbeasts.

You explain that Morrigan appeared in your dreams and ordered you to come here to serve her. The woman looks at you for a moment, then tells you to come with her. You will be transported to the Grand Arches, where the priests will check if you're telling the truth.

Put all your Companions and Units under the **"Detachment"** Secret card (**49**) – you can't use them for now. Gain the **"Borderlands"** part **5** status. Go to Verse 15.

15

You sprawl into a cramped cage hoisted by two giant bats. They carry you toward the Grand Arches two enormous rock formations just off the northern coast of Avalon.

Attach the **"Grand Arches"** Location (**327**) to the top of this Location card. Move all Characters to the **"Grand Arches"** Location and Explore – this Exploration is free.

16

Things are quiet in the Reach today. You find nothing of interest, and decide to rest a moment in the shade of the Menhir. As you look upon the statue, you notice an oily black shape clinging to its side like a leech. As you draw closer, the creature - the size of your palm - floats away quickly.

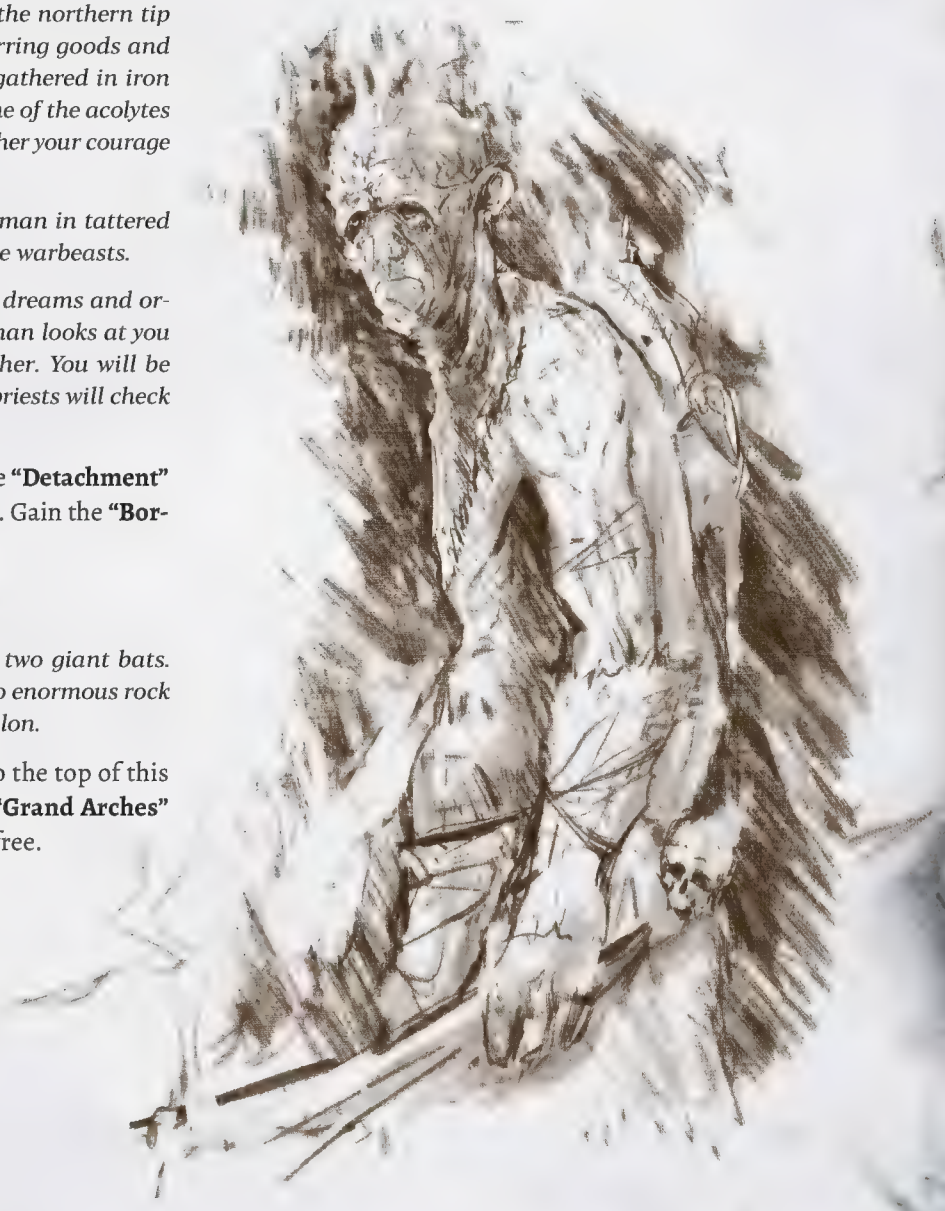
Each Party member gains 1 . Exploration ends.

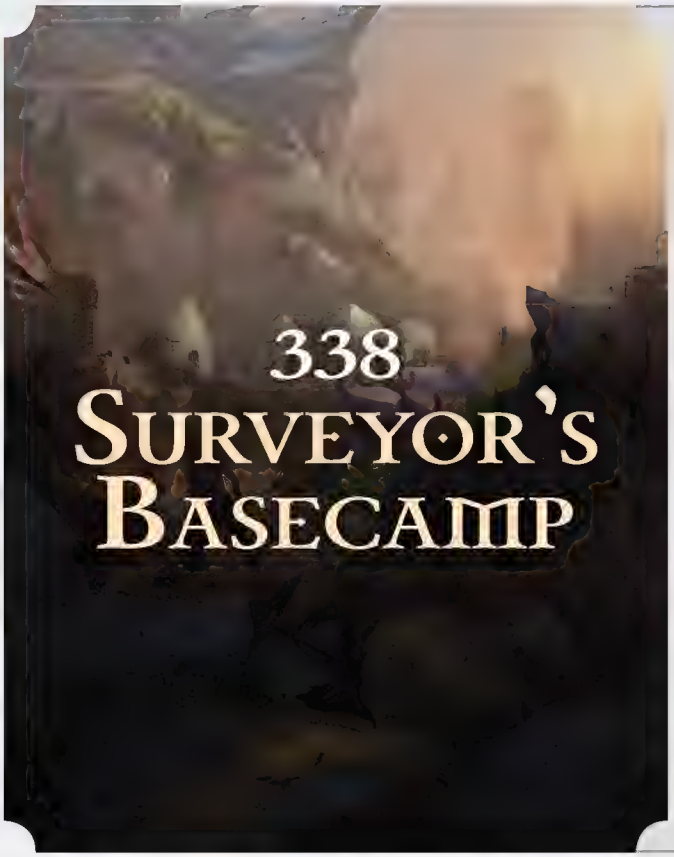
Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 **Food**, 1 , and 1 **Magic** (per Character): put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.





338 Surveyor's Basecamp

The earth split itself open here, its layers rising like the edges of a steel plate pierced by a cannonball, revealing centuries of geological history. Each cliff has a unique shape. This one resembles an old, hunched man; that one, an infernal maw, eager to swallow you whole.

The small gathering of tents at the foot of the cliffs seems tiny and insignificant by comparison. Yet, your heart races as soon as you notice the camp. Meeting other people in such a remote part of the island is comforting.

If you **don't have** the **"Prospectors"** part **1** status, go to Verse 3.

If you **have** the **"Prospectors"** part **6** status and you **don't have** the **"Arbiter"** part **2** status, go to Verse 11.

If you're playing **Chapter 13**, go to Verse 19. Otherwise, choose one:

- **Visit the tents** (requires 2 Rep) – go to Verse 12.
- **Mine precious minerals** (pay 3, requires at least 1) *Veins of precious metals shine in the cliffs, but reaching and excavating them would require a coordinated effort.* Go to Verse 7.
- **Visit the buried archive** (requires the **"Prospectors"** part **7** status) – go to Verse 21.
- **Leave** – Exploration ends.

1

The supervisor is shocked. Her terrified workers whisper behind her back. You now realize how vulnerable they must feel: a minute outpost at the edge of enemy territory. After a moment, the supervisor gathers herself and asks you if Merlin is still alive. For some reason, this seems quite important for her.

- **Tell her Merlin's dead** – *You've witnessed his death at the hands of the strange enemy.* Place a red Marker on this Location. Go to Verse 8.
- **Tell her you don't know what happened to Merlin** – *In the chaos of war, your paths separated.* Place a large marker on this Location. Go to Verse 8.
- **Tell her Merlin's fine** – *He's busy leading the remnants of the army.* Go to Verse 8.

2

The camp is small, but it offers some basic comforts, such as a well-stocked kitchen and a small shop with mining equipment.

- **Trade with the prospectors** – go to Verse 12.
- **Visit the supervisor** – go to Verse 4.
- **Calm the prospectors** (requires the **"Prospectors"** part **6** status) – go to Verse 17.
- **Rest and recuperate** (this ends your day) – *The camp is rudimentary, but still it's the most comfortable place you visited in a long while.* Go to Verse 14.
- **Leave** – Exploration ends.

3

As soon as you approach the tents, groups of surprised miners and surveyors walk out to meet you. They didn't expect the return of Merlin's expedition this fast. Their supervisor seems concerned. She asks where the rest of the army is.

Gain the **"Prospectors"** part **1** status. Then, choose one:

- **Tell her the truth** – *The army was slaughtered, and you're what's left.* Gain the **"Prospectors"** part **2** status. Go to Verse 6.
- **Tell her most of the truth** – *The army was attacked; you lost contact with the rest and were forced to retreat.* Gain the **"Prospectors"** part **3** status. Go to Verse 6.
- **Tell a comforting lie** – *The army is safe, and you were sent back to Tintagel with a message.* Gain the **"Prospectors"** part **4** status. Go to Verse 6.
- **Refuse to tell her anything** – *You're on an important, secret mission from Merlin.* Gain the **"Prospectors"** part **5** status. Go to Verse 6.

4

The supervisor takes you to her tent. Only when you see the woman up-close, you notice how weary she is. Being responsible for this tiny speck of humanity in the middle of wyrdness must weigh heavily on her. She says your arrival did not make her work any easier, and asks to leave as soon preferably without ever coming back.

- **Ask the supervisor to help you with your mission** – *Tell her you were sent to Tintagel with an important task.* Go to Verse 15.
- **Ask her what she needed Merlin for** – go to Verse 10.
- **Leave the tent** – go to Verse 2.

5

Panic breaks out among the prospectors. Some immediately rush to tear down their tents and flee for Tintagel. The supervisor barely stops them, though she seems worried by your story too.

Gain the **"Prospectors"** part **6** status. Then, choose one:

- **Ask her why she needed Merlin** – go to Verse 10.
- **Leave her to her troubles** – go to Verse 2.

6

If you **have** the **"Prospectors"** part **2**, **3**, or **5** status, go to Verse 1. Otherwise, read on:

Your explanation calms the prospectors, but you see a hint of suspicion in the supervisor's eyes. Perhaps you should leave before she discovers your lie.

Gain the **"Prospectors"** part **4** status. Go to Verse 4.

7

If you **have** the **"Plunderer"** part **5** status, you find nothing more; Exploration ends. Otherwise, read on:

Your soldiers promptly raise scaffoldings and begin to mine. At the end of the day, most visible veins are dug out. The rest is best left to professional miners.

Double the value of your and add 5. Gain that many Wealth. Gain the **"Plunderer"** part **5** status.

Exploration ends.

8

If there's a large marker on this Location, and you **have** the **"Prospectors"** part **3** status, the supervisor manages to control the panic – discard the marker and go to Verse 4.

If you **have** the **"Prospectors"** part **2** or **5** status and there's a red marker on this Location, discard the marker and go to Verse 5.

Otherwise, read on:

Your explanation calms the prospectors, but you see a hint of suspicion in the supervisor's eyes. Perhaps you should leave before she discovers your lie.

Gain the **"Prospectors"** part **4** status. Go to Verse 4.

9

Roll a die and add your . Check the final result below:

1-2 – Draw and resolve a purple Encounter. Regardless of the result, Exploration ends.

3-4 – Gain 1 Wealth. Exploration ends.

5+ – Gain 2 Wealth. Exploration ends.

10

Go to:

11

The camp lies abandoned. The prospectors left in a panic for Tintagel.

- **Look for precious minerals** (requires at least 2) – go to Verse 9.
- **Visit the buried archive** (requires the **"Prospectors"** part **7** status) – go to Verse 21.
- **Mine precious minerals** (pay 3 ; requires at least 1) *Veins of precious metals shine in the cliffs, but reaching and excavating them requires a coordinated effort.* Go to Verse 7.
- **Leave for now** – Exploration ends.

12

These prospectors are prepared to work for months without any supplies. They have plenty to trade.

- **Buy food** – pay 2 Wealth to gain 1 Food. Then, make another choice.
- **Sell food** – pay 4 Food to gain 1 Wealth. Then, make another choice.
- **Buy equipment** – draw the top 2 Item cards. You can buy any number for 3 Wealth each. Shuffle the rest into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each. Then, make another choice.
- **Leave** – Exploration ends.

13

Sleeping in a safe place after such a long travel dulls your attention. You quickly drift off in a deep dream. When someone wakes you, tugging at your shoulder, you emerge from your slumber confused and light-headed.

Above you, a pair of eyes gleams with fury.

"You little rat," the supervisor seethes. "I sent some miners out to check your story and they met other survivors. Do you realize your lies could have cost our lives?"

Only now you notice a several men behind her, in the darkness of the tent, holding sticks, clubs, and knives. They jump at you and quickly overwhelm you. The supervisor lets you go on to Tintagel – but with some bad bruises, and after taking her "fair compensation."

Gain the **"Price of Power"** part **3** status. Each Character who has this dream loses 2 , 2 Rep, 2 Wealth and one random Item. The Dream ends.

14

Each Party member gains 2, loses 1, and Passes for the rest of the day.

Exploration ends.

15

If you **have** the **"Prospectors"** part **2** status, go to Verse 16. Otherwise, read on:

She scowls at you.

"Then the people who sent you on this quest should have equipped you," she says. "I have nothing to spare here."

Exploration ends.

16

She sits in silence for a long time, before she comes to a decision:

"If the things are that bad, I guess you should reach the capital as soon as possible." She walks up to one of the chests and opens it to reveal a stash of differently colored gems. "Some are quite expensive – others have latent arcane energies. Take them."

If you **don't have** the **"Scrounger"** part **8** status, gain 5 Wealth and 2 Magic. Then, gain the **"Scrounger"** part **8** status.

Exploration ends.

17

Draw and Resolve the **"Discouraged Settlers"** blue Encounter (Difficulty 1). If you win, gain the **"Arbiter"** part **2** status.

Regardless of the results, Exploration ends.

18

Gain the **"Dreamquest"** part **6** status. Go to:

19

If you **have** the **"Loyalists"** part **5** or **"Rebels"** part **5** status, there's nothing more to do here; Exploration ends. Otherwise, read on:

The prospectors here are indifferent to the civil war in Tintagel. They're too occupied with their rare minerals and precious stones. The few who do want to return choose the side you suggest.

- **Declare your support for the king** – gain the **"Loyalists"** part **5** status if you **don't have** it yet. Go to Verse 20.
- **Declare your support for the rebels** – gain the **"Rebels"** part **5** status if you **don't have** it yet. Go to Verse 20.
- **Tell them you support no one** – go to Verse 20.

20

Choose one:

- **Visit the tents** (requires 2 Rep) – go to Verse 12.
- **Mine precious minerals** (pay 3, requires at least 1) – *There are veins of precious metals shining in the cliffs, but reaching and excavating them requires a coordinated effort.* Go to Verse 7.
- **Visit the buried archive** (requires the **"Prospectors"** part **7** status) – go to Verse 21.
- **Leave** – Exploration ends.

21

Go to:

Dream & Nightmare

If you **don't have** the **"Dreamquest"** part **6** status and **have** Secret card **10**, go to Verse 18. Otherwise, read on:

You fall asleep like a baby in a comfortable tent.

If you **have** the **"Prospectors"** part **4** status, and you **don't have** the **"Price of Power"** part **3** status go to Verse 13.

Otherwise, nothing happens.

339 Underwall

With the wall pushing at you from one side, and thick clouds of wyrdness from the other, you traverse a rapidly narrowing corridor. You consider turning back, but a section of the wall catches your eye — its base is riddled with small holes.

If you **don't have** the **"Dangers of Avalon"** part **3** status, go to Verse 1. Otherwise, go to Verse 3.

1

As you near this section of the wall, it silently calls to you. You find it hard to move in any direction other than toward it. As you get closer, you notice the holes in the base of the wall are shaped like humans. One waits for you. One calls to you.

You try to stop moving, but you manage to stay still only for a moment. With your heart racing in panic, you make another step forward.

Each Party member gains 1. If you **have** the **"Odds and Ends"** part **3** status, go to Verse 4. Otherwise, roll a die, adding your and , and check the result below:

1-6 – go to Verse 2

7+ – go to Verse 3.

2

Your willpower fails you. You run to one of the openings in the wall, but as you approach it, a human, warped and stretched beyond recognition, emerges from the neighboring gap. It attacks you, and the pain of its bites helps you regain sanity and fight back.

Each Party member loses 1. Draw and resolve the **"Warped One"** purple Encounter (Difficulty 2). In this Combat, each Character discards 2 cards at the start of their first Activation. Regardless of the result, gain the **"Dangers of Avalon"** part **3** status. Exploration ends.

3

Mustering all your willpower, you manage to break free and run, promising yourself to never again come near this section of the wall.

Gain the **"Dangers of Avalon"** part **3** status. Exploration ends.

4

Then, you remember — the chain! In a fleeting moment of lucidity, you tie yourself down with it. Then, as your will melts again, you tug at it for hours. Eventually, the sight of a human squeezing out of a hole, warped and stretched beyond recognition, helps you regain some sanity. You don't want to go in anymore. You untie yourself, thinking that lugging this heavy chain around wasn't such a bad idea after all.

Each Party member gains 1 and 1 Exp. Gain the **"Dangers of Avalon"** part **3** status. Exploration ends.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2 (per Character): each Character gains 2. Put a new Menhir model on this Location. Place three red markers in the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

340 Stone Grove

Great stone obelisks lie scattered across this plain, as if the wind felled a stone forest. After a moment, you realize the placement of these obelisks is far too orderly to be a work of pure chance.

A group of bearded men raise small clochans around this stone grove — druids!

- **Approach the druids** — *They weren't loved back in Homelands.* Go to Verse 3.
- **Inspect the stones** (requires at least 3) – go to Verse 2.
- **Leave** – Exploration ends.

1

The druids try to convince you they are the one force that could save humans on Avalon. They just need to take control of a place of primal, unbridled power. This ancient circle would do well, but mortal powers won't suffice to restore it. The Archdruid asks for your help.

- **Agree** — *They might be known for burning people alive, but they do have the power to tame the land.* Go to Verse 5.
- **Refuse** — *The last thing Avalon needs is these dark times are druids and their bloody rituals.* Exploration ends.

2

There is still some latent magic in them. Perhaps if you found a way to restore this place to its original form, it would be a major source of power. Perhaps this is exactly what the druids are hoping to do...

Go back to the start of this Location and make another choice.

3

As you approach, the druids stop their work and look at you with suspicion. They weren't exactly loved back in the Homelands. In fact, most people of Tintagel would be relieved if they never made it to Avalon.

Still, in these dangerous borderlands, do you have the luxury of picking your allies?

- **Ask what they are doing here** (only if you **don't have "Idols of the Old World"** part **4** status) – go to Verse 1.
- **Ask for healing** (only if there's no Time Token on this Location) – go to Verse 4.
- **Give the idols of the Homelands to the Archdruid** (requires all four parts of the **"Idols of the Old World"** status) – go to Verse 6.
- **Leave** – Exploration ends.

4

Druids offer many natural remedies and rituals. The more potent, the more unconventional and disturbing.

Each Party member may pay 2 Wealth to gain equal to their . Place a Time Token on this Location. Exploration ends.

5

The Archdruid reveals that the stones ignore normal magic. He needs to reach for a higher source of power, a divine source. He asks you to bring at least three artifacts that would contain remnants of the gods of the Homelands.

Gain the **"Idols of the Old World"** part **4** status.

New Task: Gather three different empowered idols from the Homelands and return to the Stone Grove.

- **Ask for help in locating the idols** (pay 5 Magic per Character) – *The archdruid could perform a divination to determine a rough location of statues, but it would require a lot of power.* Go to Verse 7.
- **Leave** – Exploration ends.

6

As you expected, druids prepare a long and lavish ceremony where they transfer the latent power of these idols to the circle. What you did not expect were human sacrifices. Young druid apprentices give their lives and still-beating hearts to empower the ring. And while the result is magnificent, you can't help but feel that at least some of the dark stories you've heard about druids just gained weight.

Each Character gains equal to their . Each Character gains 1 Exp.

Remove this Location from the game and replace it with Location **342** (**"Moonring"**). Then, Explore this new Location (this Exploration is free).

7

Go to:

341 Forest of Whispers

The green wall of ancient trees undulates, as if breathing. As it exhales, it pushes wisps of mist from between the enormous trunks. As it inhales, you feel something pulling you into the green mass — a promise of something radiant, waiting to be unveiled to those the forest finds worthy.

If you're playing **Chapter 8**: **Part 3**, go to Verse 8. Otherwise, choose one:

- **Look for the king's agent** (only available in **Chapter 8**: **Part 2**) – go to Verse 1.
- **Enter the forest** – go to Verse 2.
- **Leave** – Exploration ends.

1

There's no one at the edge of the forest. You call out. Your voice echoes between the trees and returns changed beyond recognition. You're about to give up when you notice a small cairn of stones, with a long branch sticking up from the top. It looks like it was made recently.

- **Dig out the cairn** – go to Verse 6.
- **Leave** – Exploration ends

2

If there's only one Character in play, you may go to Verse 4.

If you **have** at least 4 or , or if there's a Quest Token on this Location, you may go to Verse 3.

If you **have** at least 3 or , or if there's a Quest Token on this Location, you may go to Verse 5.

If you **have** at least 3 or , or if there's a Quest Token on this Location, you may go to Verse 7.

If you **have** three parts of **"Secrets of the Forest"** status, you may go to Verse 12.

Otherwise, go to Verse 9.

3

You cross over a torrential stream on a slippery, fallen tree. On the other side, the forest bedding is lush-green. You wander through gulches and under dark, ancient trees. Finally, you end up back at the edge of the forest. Though the trek was tiring, it was worth it — you've seen many places full of young plants. The last spring was so long ago, yet a part of it remained in this remote corner of the land.

If you **don't have** the **"Secrets of the Forest"** part **1** status, each Party member loses 1 . Gain the **"Secrets of the Forest"** part **1** status. Go to Verse 2.

4

Hours pass by unnoticed as you wander through the mists, crawl over slippery logs, and cross ice-cold streams. Without friends or family waiting for you in the outside world, the thoughts about never returning are hard to shake off. When you eventually reach the edge of the forest, you're almost disappointed...

If you **don't have** the **"Secrets of the Forest"** part **4** status, gain 2 Exp and lose 1 . Then, gain the **"Secrets of the Forest"** part **4** status. Go to Verse 2.

5

You emerge from the thick grove at the foot of a sunlit grassy hill. On the slope, you see white curved lines that connect into a silhouette of a galloping horse. You hike to the top of the hill, discovering the horse was made from soft, white chalk.

If you **have** the **"Legacy"** part **4** status, and you **don't have** the **"Reconciliation"** part **7** status, go to Verse 14. Otherwise, read on:

You lie down on the top of the hill and spend some time bathing in sunlight before you return to the forest reinvigorated.

You may pay 1 to gain the **"Ritual Chalk"** Item (if available).

If you **don't have** the **"Secrets of the Forest"** part **2** status, each Party member gains 1 . Gain the **"Secrets of the Forest"** part **2** status. Go to Verse 2.

6

Some of the cairn stones feel nothing like stone. They are spongy, leak water, or dye your hands strange colors. A thick cloud of wyrdness must have passed through here after the cairn was raised.

Eventually, you dig out a small cylinder with a piece of parchment. The wyrdness didn't spare the message. The letters have changed into weird, random streaks of ink. Defeated, you throw the parchment away. Did the author return to Northpost? Enter the forest? Or go somewhere else entirely? Without a way to read the message, you'll have to find out the hard way.

New Task: Explore nearby Locations until you locate king's agent.

Exploration ends.

7

The walk under the formidable trees fills you with awe. You spot a serene glade and decide to rest there. You reach a calm state of meditation. When you wake, you somehow feel younger.

If you **don't have** the **"Secrets of the Forest"** part **3** status, each Party member gains 1 . Gain the **"Secrets of the Forest"** part **3** status. Go to Verse 2.

8

As you approach the forest, Arthur unsheathes his sword and says:

"Be ready for anything. I know Pale Lady well enough by now to know how afraid she was of this place."

- **Ask why he must go there** – go to Verse 10.
- **Ask if you shouldn't take more people with you** – go to Verse 13.
- **Nod and follow him** (requires all Characters) – place a Quest Token on this Location and go to Verse 2.
- **Ask for more time to prepare** – Exploration ends.

9

You spend some time wandering through the serene forest, yet find nothing.

Hint: The Forest of Whispers reveals its secrets only to legendary heroes – you may need to return here later if you're not one of them!

Each Party member with less than 3 Magic gains 1 Magic. Exploration ends.

10

The king's face grows darker.

"We're losing. There's no way around it. Merlin's ritual might have opened new lands and routes to us, yet we still lack the strength to claim or hold them. We will never defeat the Avalonians and they will never let us stay here. And as we discover more secrets of this island, their attacks grow stronger and stronger. We need something to break this stalemate. And if this forest truly contains something they fear ... well, we might just find our edge."

Go to back to Verse 8 and make another choice.

11

The castle slowly grows closer. Wading through the fragrant air and mists painted gold by the sun feels like stepping into a dream...

Remove any Quest Tokens from this Location. Attach Location **395** to the right side of this Location card and place all Characters there.

Hint: Corbenic is not connected to the rest of Avalon with any physical path. Getting out of there with a standard Travel Action is impossible!

Now, Explore Location **395** for free.

12

A bright speck catches your eye between the trees. A few more steps, and now you're certain: a small castle of white stone looms in the distance. You're dumbfounded. No maps show a fortress in this forest, and you've never heard of it. You walk on to investigate.

If you're playing **Chapter 8**: **Part 3**, go to Verse 11. Otherwise, read on:

With every step, the walls seem more distant. Soon, they're gone. Did you fail to reach Corbenic or did Corbenic reject you? Hard to tell.

Exploration ends.

13

"I could not take any of my knights. They are not ready to see me bending wyrdness, and they would refuse to follow the whispers of the Pale Lady. You are the only one to know the truth. You are the only one who can help me with this."

Go to Verse 8 and make another choice.

14

While it seems impossible, you feel the enormous drawing trying to communicate with you. It regards you as a friend, and is grateful for the help you gave it though you do not remember any such help. As a reward, it calls one of its lesser brethren to carry your burdens.

Gain the **"Steadfast Palfrey"** Item. If it's not available, each Party member gains 3 and 3 Magic instead. Gain the **"Secrets of the Forest"** part **2** status and the **"Reconciliation"** part **7** status. Go to Verse 2.

The stone obelisks float in the air, forming concentric circles that slowly turn, each at a different speed. The power you feel from them is humbling.

The druids have finished their small collection of clochans and are now busy discussing further steps. Arthur never liked their order. You wonder what he'd say about you giving the druids such an impressive seat of power...

Gain the **"Fall from Grace"** part **8** status if you **don't have** it yet. Then, choose one:

- **Approach the druids** – go to Verse 1.
- **Walk to the center of the circle** – *Even from afar, the power emanating from Moonring makes your skin tingle. You wonder what would happen if you walked right into its center...* Go to Verse 2.
- **Leave** – Exploration ends.

1

The druids are grateful for your help. They will offer their services at a discount.

- **Ask for healing** (only if there's no Time Token on this Location) – go to Verse 3.
- **Leave** – Exploration ends.

2

As you walk between the stones, you feel the ancient powers enveloping you. Suddenly, all your fears and problems seem small and insignificant.

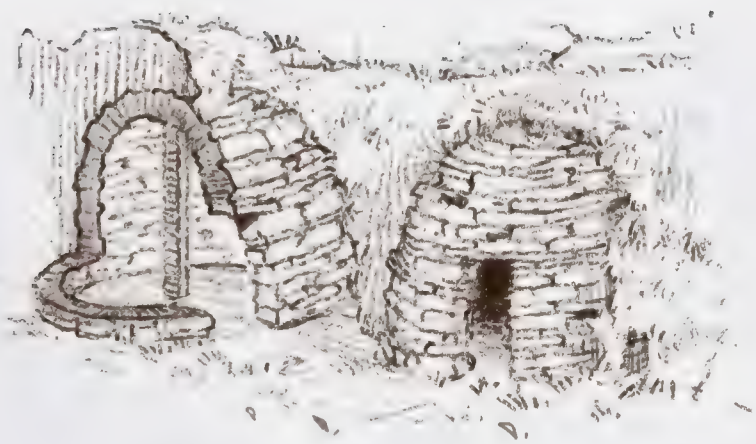
Each Party member may pay 1 Exp and 6 Magic to discard one of their Skills of the chosen Attribute and gain a new Skill of the same Attribute.

Exploration ends.

3

Druids offer many natural remedies and rituals. The more potent, the more unconventional and disturbing.

Each Party member may pay 1 Wealth to gain equal to their . Place a Time Token on this Location. Exploration ends.



343 Fernsea

High, lush ferns overtake this remote part of the northern coast. The cover is so thick it obscures dangerous crevices washed out by the rains in the limestone bedrock.

A lone, empty wagon stands at the edge of this green expanse, its canvas cover flapping in the wind.

If you **have** the **"Borderlands"** part **7** status, go to Verse 5. Otherwise, read on:

- **Investigate the wagon** – go to Verse 4.
- **Search the plains** – go to Verse 3.
- **Leave** – Exploration ends.

1

Yellowish, stinking moss covers almost every surface.

- **Gather rare herbs among the moss** (requires **Duana**, pay 2) – gain the **"Wayfarer Leaves"** Item (if the Item is not available, gain 1 Food instead). Then, make another choice.
- **Go downwards into a damp corridor** – go to Verse 9.
- **Delve deeper into a moss-covered tunnel** – go to Verse 6.
- **Go toward the chilly draft** – go to Verse 16.

2

The passage ends with several ugly statues made of something that looks (and smells) like feces. Their exaggerated features and foul stench make you think someone placed them here to repel visitors from the outside world.

Choose one:

- **You are quite sure that you feel fresh air from the corridor going up** – go to Verse 18.
- **Ignore the statues and go deeper** – go to Verse 16.

3

You walk into the field of ferns, trying to look out for chasms and hidden crevices.

Roll a die and add your . Then, check your final result:

1-3 – go to Verse 10.

4+ – go to Verse 7.

4

There's no one in the wagon, but basic tools, clothes and rations seem to indicate it belonged to a group of settlers. What happened to them? You shout, but the wind and the rustling of ferns drown out your voice. Did they go into the Fernsea?

New Task: Discover the fate of the settlers.

Go back to start of this Location and make another choice.

5

So, this is where the strange tribe was spotted... There seems to be no sign of them above the ground, which leaves one option.

- **Look for the hidden tribe** – *You find a wide opening in the ground and go below the sea of ferns.* Go to Verse 18.
- **Investigate the wagon** – go to Verse 4.
- **Search the plains** – go to Verse 3.
- **Leave** – Exploration ends.

6

The ground is covered in a carpet of moss. Pale fungi of various sizes grow out of it, some almost reaching the top of the cavern. A group of strange, dark-skinned people built their primitive shacks here, using fungi as natural columns.

If you're playing **Naazer**, go to Verse 8. Otherwise, read on:

These humans speak a language unlike any you've heard before. You know that in the Homelands, some southern kingdoms held dark-skinned slaves. Perhaps a ship full of them fled to Avalon? The old scars on their bodies and hostile disposition seem to support this theory.

If you **have** 3 or more , go to Verse 12. Otherwise, read on:

Despite your efforts, you can't communicate with them. They blindfold you and escort you back to the surface, handing you some of their edible fungi as a gesture of goodwill.

Each Party member gains 1 Food. Exploration ends.

7

You safely cross the sea of ferns, finding nothing of interest. Eventually, you reach an isolated stone plateau. A hungry, shivering little girl hides there, among the rocks. After warming her up and feeding her, you learn that she got separated from her family who went looking for her in the caverns below. They never returned, but she's seen some black, human-shaped monsters roaming the underfern. She begs you to find her family.

New Task: Locate the lost settlers in the caverns below.

Lose 1 Food. Gain the **"Borderlands"** part **7** status. Exploration ends.

8

The skin of these people is dark as night. You still harbor hope it's because of the cavern's gloom, but the language they begin to talk in shatters it.

Dark-skinned southerners. You've seen the likes of them often, selling ivory and grain in the ports of your kingdom beyond the sands. Back in the Homelands, you would be just as alien to them as Arthur's subjects. But here, they're excited and happy to see you. One of them speaks a couple of words in your language. He explains that a year ago, they landed on the northern coast of Avalon on several large reed rafts. Most of the lands that were free of wyrdness were already taken by blood hungry followers of Morrigan, or by the tribe of Arthur. They could not communicate with any of them, and they were treated as enemies - so they chose to stay in the Fernsea.

He begs you to spend some time with them and teach them the language of Arthur's tribe.

- **Agree to teach them** (this will end your day) – go to Verse 15.
- **Change the subject** – go to Verse 12.

9

Roll a die and add your . If the result is lower than 5, you slip on the wet stones – each Party member loses 1 . Read on:

You stand at an underground crossroads. Water trickles down the walls. Fresh air comes out of a small opening in the wall - there's an exit there, but it's too small for you to squeeze through. You also decide to ignore a small crevice, packed with thick roots. This leaves you with two options.

- **Choose a corridor crawling with large insects** – go to Verse 14.
- **Go upwards to the space overgrown with moss** – go to Verse 1.

10

You slip and fall into one of the crevices, tumbling down a limestone chute until you land in a cold, dark cavern. Something is moving here!

Each Party member loses 1 and 1 . Go to Verse 16.

11

If you **have** the **"Arbiter"** part **3** status, the prisoners are not around anymore; go back to Verse 6 and make another choice. Otherwise, read on:

A family of six settlers sits in a side cavern, behind sturdy wooden bars. The denizens of this place keep a watchful eye on them, but they don't stop you when you approach the prisoners.

They are well fed and look unharmed, even if they're afraid of their strange captors. From the head of the family you learn they attempted to cross the Fernsea a couple of nights ago. One of the children wandered off and fell into a crevice. They went into the underfern looking for her, and were captured. They beg you to free them, but that's not possible without slaughtering the tribe. There must be another way...

- **Convince their captors to let them go** *Communicating with them won't be easy.* Go to Verse 22.
- **Threaten the captors with your army** (requires at least 2) – *This won't help them trust the world outside.* Go to Verse 21.
- **Leave for now** – Exploration ends.

12

What do you want to ask the tribe about?

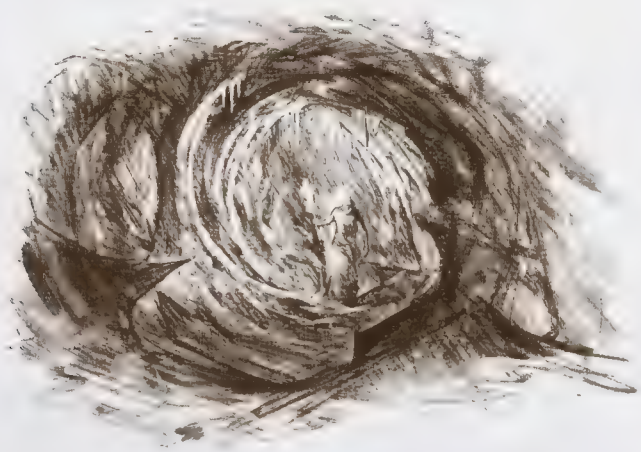
- **Inquire about the prisoners** – go to Verse 11.
- **Ask them about a Spirit Healer** (requires **Caolin**) – go to Verse 13.
- **Go further down the caves where the moss thins out, replaced with limestone bedrock** – *The people attempt to stop you, gesturing frantically. You're pretty sure they're afraid of what's down there.* Go to Verse 17.
- **Head back to the surface** – Exploration ends.

13

They shake their heads. Their shaman died soon after they landed on Avalon, and they haven't yet found a replacement. They did notice a tribe with a Spirit Healer heading west some months ago.

New Task: Look for a Spirit Healer in the north-western borderlands.

Go back to Verse 12.



14

Fat, shiny bugs crawl on the walls and the ceiling. Many fall on your head or under your shirt. Their bites burn like white iron.

Each Party member with 2 or less gains 1.

- **Go through a wet corridor** – go to Verse 9.
- **Choose an upward slope where a cold draft comes from** – go to Verse 16.

15

If you **have** the **"Reconciliation"** part **6** status, there's nothing more you can teach them. Exploration ends.

Otherwise, go to:

16

If there's no Time Token on this Location, place one and resolve a random purple Encounter. If you lose or Escape, each Party member gains 2 and loses 1; go to Verse 1.

Otherwise, or if there is already a Time Token on this Location, read on:

The air is freezing cold.

- **Go down to the corridor crawling with insects** – go to Verse 14.
- **Ignore your nose and head towards the source of incredible stench** – go to Verse 2.
- **Choose the tunnel overgrown with moss and fungi** – go to Verse 1.

17

Eventually, you reach a deep cavern that looks older than Tuathan itself. Long reliefs on its walls, depicting Fore-dweller rituals and gatherings, are visible in the daylight that seeps through several holes in the ceiling. It's empty, but you have a feeling this is not the last time you will see this place.

If you **don't have** the **"Plunderer"** part **9** status, each Character gains 3 Magic. Gain the **"Plunderer"** part **9** status.

Gain the **"Astounding Discoveries"** part **8** status.

Go to Verse 6.

18

You can see a dim light high above, through a hole in the ceiling. You feel a faint breeze. The only other way is a reeking, dark corridor.

- **Climb up to the surface** (lose 1 per Party member) – Exploration ends.
- **Head into the stinking corridor** – go to Verse 2.

21

Soon, the family is free, and you help them reach the surface safely. They can't find words to express their gratitude and they offer you some of their supplies. They're planning to return to the safety of Northpost. They've already had enough of the borderland.

Each Party member gains 1 Exp. Draw three Craftable Items. You can take one of these Items OR gain 4 Food OR gain 6 Rep. Gain the **"Arbiter"** part **3** status. Exploration ends.

22

Resolve the **"Barbarian Tribe"** blue Encounter (Difficulty 3). If you win, go to Verse 21. Otherwise, the hidden tribe blindfolds you and escorts you back to the surface - Exploration ends.

23

You feel the presence of a menhir, but you can't seem to find it. There are many areas of pure wyrdness scattered throughout the Fersnea. Perhaps if you return after some time, the wyrdness will move, opening a way to the statue.

Exploration ends.

Activate a Menhir

If you're playing **Chapters 1-8**, go to Verse 23. Otherwise, read on:

You now see the menhir! It occupies a small hill at the edge of the Fernsea.

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1, 1, and 1 Magic (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

344 The Burren

The craggy terrain stretches as far as the eye can see. Gray karst, pockmarked and riddled with holes, resembles an enormous sheet of dour fabric eaten away by moles. Patches of grass and bright flowers protrude from the holes filled with a thin layer of soil.

A beautiful, unusual place but not exactly easy to travel through.

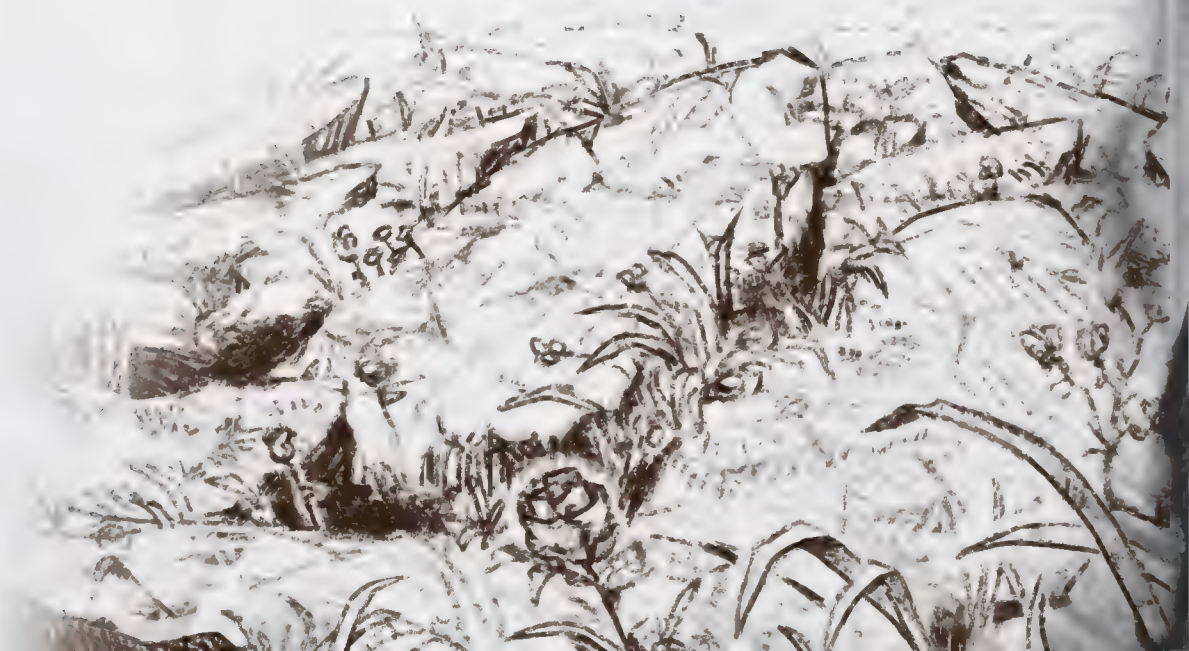
If you **don't have** the **"Dangers of Avalon"** part **4** status, go to Verse 1. Otherwise, Exploration ends.

1

To your knowledge, the Burren should be desolate - too barren and too exposed to found a farmhold here. That's why you were surprised to see houses, and part of a stockade emerging from the fog. Interested, you move towards the settlement. After a dozen steps or so, you begin to notice the settlement also moves in your direction. You stop, flabbergasted, and it keeps closing in.

Then, it rears for the attack like a viper, and you notice the houses, barns, wagons, stockade and even some humans have been conjoined into a single entity, a crawler of enormous proportions, looking to swallow you as well. Without second thought, you turn back and run, the writhing mass following you, the stone plain reverberating with its steps. Eventually, you manage to get away and lose it, breathing heavily and covered in sweat. You swear to yourself to never again approach anything remotely weird at the edge of wyrdness.

Each Party member loses 4 reduced by their or . Each Party member gains 1 Exp. Gain the **"Dangers of Avalon"** part **4** status. Exploration ends.



345 Lone Pillars

Tall, black pillars reach upward, towering over a pair of giants kneeling in ritualistic fashion — their deep hum resonates inside your chest, evoking a strange, sad feeling. They don't seem dangerous, and ignore your presence, but this close to the Fore-dweller capital, you must remain vigilant.

If you **don't have** the **"Arbiter"** part **5** status, go to Verse 3.

Otherwise, choose one:

- **Investigate the pillars** – got to Verse 4.
- **Use the power of the pillars** (requires the **"Pillars"** part **2** status) – go to Verse 13.
- **Approach the giants** – go to Verse 1.
- **Leave** – Exploration ends.

1

Most of the giants ignore you, but one faces you with a grim look on his face. "Go away," he says. "Leave us to our mourning." Then, he turns away and kneels again before a black stone, lowering his head and falling silent.

Go back to the start of this Location and make another choice.

2

You approach the pillar and place your hands on it. You can feel the presence of a great power in its base — can it really be a giant's soul waiting to be freed? You focus and try manipulating it with magical currents, and, suddenly, the pillar absorbs the power. You don't know what exactly happened, but if it really was a soul, this thing seems to feed on them, instead of sending them to some afterlife.

Gain the **"Pillars"** part **1** status. Choose one:

- **Tell the giantess about your findings** – go to Verse 6.
- **Turn the pillar's power into a beam of light** (requires at least 2) – go to Verse 8.

3

A commotion near one of the pillars draws your attention — a giantess lets out a thunderous roar and starts weeping as she places a body in a freshly dug grave.

Gain the **"Arbiter"** part **5** status. If you **have** the **"Victories"** part **2** status, go to Verse 5. Otherwise, go to Verse 7.

4

You approach one of the black obelisks, trying not to stumble over the freshly disturbed ground. Intricate carvings glow red on the shiny surface of the pillars, drawing your attention.

Roll a die. If the result is 6, go to Verse 12. Otherwise, read on:

- **Survey the pillars** (only if you **don't have** the **"Pillars"** part **1** status; pay 1) – go to Verse 11.
- **Study them carefully** (only if you **don't have** the **"Pillars"** part **2** status and **have** the **"Pillars"** part **1** status; pay 4 reduced by your) – go to Verse 9.
- **Leave** – go back to the start of this Location and make another choice.

5

You approach the giantess — your alliance with her race is fragile, and anything that could disturb it warrants investigation. You ask her what happened here. "It's our burial ground," she answers in a crude language you've learned over the last four years. "With our union with the masters of Tuathan gone, shattered, we can no longer open the heaven gate. Our dead can't ascend on the beam of light."

She looks at the body of a young giant lying on the ground beside her. He seems to have been strangled and crushed by a wyrm.

"You, humans, know magic. Can you open the heaven gate?"

- **Try helping her** – go to Verse 2.
- **Refuse to help** – *You're not a Fore-dweller priest.* Go to Verse 10.

6

"No! The masters would never do it," the giantess replies to your revelations. "I think you're weaklings who won't admit they are not as powerful as the masters. If not for the vow to your damned king, I would have killed you right here!"

Each Party member loses 2 Rep. Go back to the start of this Location and make another choice.

7

You hide as soon as you spot a lone Avalonian – it stands between two black columns and speaks to the giants, or at least you think so. The words coming from its mouth change while traveling through the air, and, when you think about them, they sprout inside your mind into dozens of possible sentences – yet, you don't understand a single one.

As soon as the grave is covered in fresh ground, the Avalonian touches the stone surface of the pillar. Suddenly, a blinding beam of light shoots into the sky. The weeping ceases and the giants look up, admiring the beautiful, soothing sight. You have no more doubts as to why giants serve the Avalonians - they seem to treat them as demigods, or at least some sort of spiritual guardians.

Despite this situation, you think that you should take a look at those columns, as they could possess the magic you need in your quest.

Go back to the start of this Location and make another choice.

8

You manipulate the power aggregated in the pillar, but you can only control a small part of it. Finally, you manage to use about a quarter of it and release it. A blinding light leaves the pillar's top, and you hear stone cracking. Hail comes down from the clear sky.

"He had such a radiant soul," the giantess exclaims, overjoyed. The rest of the giants look at the light in reverence.

You're left wondering what else the pillar could do. Wooing the giants can't be the reason it was created, as your light show only used a fraction of its power.

Each Party member gains 2 Rep and 1 Exp. Exploration ends.

9

You were right before – the magic of the pillars comes from the souls of buried giants. It's cruel sorcery, but you expected nothing less from the Avalonians.

When you experiment with the monuments, the weather changes – from heavy rainfall to frigid winds. Once, you were almost struck by lightning. After countless trials and errors, you still can't comprehend the possibilities of these pillars, but, with enough will and effort, you think you could use them to manipulate the weather.

Gain **all parts** of the **"Pillars"** status. Exploration ends.

10

"If not for your king's foul play, we would never yield before your kind. You're as disgusting as the dwellers of Tuathan, but weaker," the giantess says with tears in her eyes. As you walk away, you think that she has to live with the thought her son's soul will never ascend from this world.

Nonetheless, you should investigate these pillars later as they are certainly connected to magic somehow.

Each Party member loses 2 Rep. Go back to the start of this Location and make another choice.

11

You place your hand on the black stone – your skin tingles at the magic accumulated inside the pillar. It flows from the ground as if feeding on all the corpses buried underneath this meadow. It's hard to discern what these monuments could do. You have to spend much more time researching them. But one thing is sure – they weren't built for a religious purpose.

Gain the **"Pillars"** part **1** status. Go back to Verse 4.

12

A lone Reclaimer wanders between the pillars. As soon as he notices you, he attacks.

Resolve the **"Reclaimer"** purple Encounter (Difficulty 4). Regardless of the result, Exploration ends.

13

You kneel beside the pillar, looking like a smaller version of the many surrounding giants. But instead of thinking about the deceased, you focus on the power inside the monument – you can channel it toward the sky and use it to gather clouds and winds to prepare tomorrow's weather.

If there is a Random Event on top of the Event Deck, you may pay 1 Magic per Character to discard it and replace it with a chosen Random Event from the Random Event pile – then, Exploration ends.

Dream

The ground is so far below, mighty Tuathan looks like an ant hill, and the obelisks of this place are barely specks on the rolling green hill. Time moves fast, months passing in a blink. You see long, elaborate ceremonies that take place around the obelisks. The masters of this island use them to control seas and winds around the island, making sure no one reaches its hallowed shores.

With time, the ceremonies are more infrequent, until they stop. In ten thousand years, no ship came. Who would continue this costly, unnecessary tradition?

Each Character who has this Dream, gains 1 Magic.

Nightmare

In your dream, one of the pylons slowly begins to suck the soul out of you. You watch in bewilderment as your sleeping body remains behind. Then, everything goes dark, as the cold stone of the obelisk envelops you. Finally, the cold gives way to an intense burning sensation. You immolate, allowing the pylon to let out one, powerful burst that is in fact your tortured scream.

Each Character who has this Nightmare loses 1 .

346 Great Dolmen

A gray gate rises above the horizon, leading from nothing to nothing. In ages past, some unknown force planted two stones, each higher than the towers of legendary Camelot, and left a third stone precariously balancing across their tops. Tall, wooden walls obscure the area beneath the dolmen.

You'd like to take a closer look, but giant sentries roaming the plains are enough to curb your enthusiasm.

If your is 1 or higher, go to Verse 14. Otherwise, choose one:

- **Challenge the giants** (pay 3) – *These creatures are known for their love of games and wagers.* Go to Verse 24.
- **Watch the fort from a safe distance** – go to Verse 16.
- **Spy on the giants** (requires **Special Event I**) – go to Verse 9.
- **Leave** – Exploration ends.

1

There is a sudden stir in the giants' settlement - warriors arm themselves and prepare to head off. All in all, twenty titans say farewell to their close ones and depart, heading for human lands. You waited too long, and it will result in bloodshed.

Gain one part of the **"Spy"** status and place a Time Token on this Location.

Each Party member gains 1 . Exploration ends.

2

Giants raise the alarm! You try to slip away, but one of them bars your path. You have to fight for your life.

Resolve the **"Giant Vanguard"** green Encounter (Difficulty 4).

Gain all remaining parts of the **"Spy"** status and place a Time Token on this Location.

Exploration ends.

3

Everything is still and quiet. The settlement is abandoned. You imagine the army of giants ravaging human lands, and you suddenly feel guilty. You have to find a way to stop them before it's too late.

Each Party member gains 1 . Exploration ends.

4

Your result was:

1-9 – *You lose your footing and fall to your doom.* Each Party member loses 4 and gains 1 . Exploration ends.

10-13 – *You slip several times before your reach the top.* Each Party member loses 1 and gains 1 . Go to Verse 7.

14+ – *A perfect climb!* Go to Verse 7.

5

You wait for dusk and sneak toward the dolmen. You manage to reach the wall and slip through a narrow crevice that's wide enough for you.

The giants' settlement is calm, as they prepare to go to sleep. Not so far from you stands a dilapidated shack full of bawling cattle - a perfect place to hide, as the noise and smell would mask your presence. You climb the joists and observe the settlement through holes in the roof.

Gain the **"Observation Post"** part **1** status. Go to Verse 9.

6

A loud shout announces a guest. Giants open the northern gate - and several four-armed monsters enter the settlement. One of them tosses something toward the expectant residents. They cringe and cry in terror. A giant's head rolls slowly through the mud.

The chieftain of the giants steps forward, but an Avalonian warrior stops him and starts a long discourse. You wish you could hear it, but they are too far away. The Avalonians try to move toward the largest building, but the furious chieftain stops them. They start to argue, and eventually the Avalonians leave. A long time passes before the giant stops wailing, thrashing buildings, and throwing whole trees around.

Go to Verse 20.

7

You manage to reach the top of the dolmen, marking the route for easier access in the future. As you walk onto the top stone, a slippery mound of grey rock, you feel it suddenly drop half an inch. A shiver runs down your spine. Is the top unstable? Maybe that's why the giants don't use it as an observation point.

You tap the stone with your foot. Then jump on it. Nothing more happens. Uplifted, you carefully climb to the edge of the rock and peer down.

Success! The large huts of the giants' settlement are now under you. Watching them from here won't be comfortable, but it should be safe...

Gain the **"Observation Post"** part **2** status. Go to Verse 9.

8

The giants are sharpening their weapons and repairing their armor. Nothing else happens.

Go to Verse 20.

9

You need to study the giants until you have all the answers you need, but if you take too long, they might discover you - or worse!

If you **don't have** any parts of the **"Observation Post"** status, go to Verse 19.

If there's a Time Token on this Location, it's too dangerous to return now – Exploration ends.

Otherwise, read on:

- **Keep watching the giants** (this may end your day) – go to Verse 10.
- **Infiltrate the settlement** (requires all Characters) – *Enough watching! Time to make a move.* Go to Verse 21.
- **Leave for now** – Exploration ends.

10

Being an observer is a long and monotonous task...

Reminder: If you watch for too long, the giants may make a move first. However, if you don't gather enough information, your infiltration might fail.

Gain one part of the **"Spy"** status.

- If you **have** one part of the **"Spy"** status, go to Verse 11.
- If you **have** two parts of the **"Spy"** status, go to Verse 13.
- If you **have** three parts of the **"Spy"** status, go to Verse 6.
- If you **have** four parts of the **"Spy"** status, go to Verse 8.
- If you **have** five parts of the **"Spy"** status, go to Verse 15.
- If you **have** six parts of the **"Spy"** status, go to Verse 17.
- If you **have** seven parts of the **"Spy"** status, go to Verse 1.
- If you **have** eight parts of the **"Spy"** status, go to Verse 3.

11

The workshop toils night and day, spitting out huge shields made of tree trunks and crude iron plates. The lack of iron forces the giants to smelt everything - from spoons the size of your leg to toys as large as ponies. You begin to worry - the giants who attacked Tintagel in the past had never been armed so well.

Go to Verse 20.

13

You see a stampede of enraged hellpigs - a group of giants released them from their cages, and a second group stands in the herd's way with huge, freshly forged claymores in hands. Blood sprays out, painting buildings red. Until now, the giants were crushing everything with crude clubs, but they now train against more agile, smaller enemies. You can't help but wonder whether this herd of hellpigs was supposed to simulate a charge of human cavalry.

Go to Verse 20.

14

Giants spot your forces - hilariously small in this situation. They approach, and your soldiers flee, taking you with them. No one will face giants on an open field.

Each Commander loses 3 Rep reduced by their . Each Commander loses 3 reduced by their . Move any Commanders and Units to the lowest-numbered connected Location.

Exploration ends.

15

Hours of training, making weapons, and healing bruises. You learn nothing new.

Go to Verse 20.

16

The dolmen certainly looks impressive, but it is already well known among human soldiers and explorers who use it as a landmark.

You can't help but imagine how helpful a watchtower atop this rock would be. Too bad you'd have to do something about the giants first...

There's nothing more to see here now. You rest for a moment and prepare to head on.

Each Party member gains 1 .

Exploration ends.

17

You observe the forge again - the repetitive work, the dull noises. Then, when you're almost drowsing, you realize the answer was right under your nose. The toys by the forge, waiting to be smelted into weapons! You see many men and women in this village, but no children. Where are they? Were they evacuated? You could probably find some clues in the settlement. Is it the right time to look for them?

Go to Verse 20.

18

Choose one:

- **Try a fast freeclimb, trusting your stamina and strength** (requires 1 or more) – roll a die, add +1 for each point of your .
- **Study the dolmen's surface, find the best approach and climb slowly** (Pay 1 per Party member) – roll a die, add +2, then add +1 for each point of your .
- **Prepare ropes and climbing hooks, proceed with extreme caution** (requires 1 or more , Pay 2 per Party member) – roll a die, add +5, then add +1 for each point of your .

Now, check your result in Verse 4.

19

The plains around the dolmen do not offer any hiding spots. Finding a good post for your observation seems like an obvious first step, especially since this may take many days.

After analyzing the surroundings, you see two possible solutions, each with its own share of risks.

- **Hide within the enclosure** (this will end your day) – *The barrier raised by the giants seems to have gaps large enough for you to squeeze into. But hiding right in the middle of the enemy settlement means you will be at constant risk.* Go to Verse 5.
- **Climb the dolmen** – *The top rock of the dolmen is empty, and it should offer you a good view of the settlement below. Unfortunately, the climb is intimidating, and sitting atop a high rock may expose you to the elements.* Go to Verse 18.
- **Reconsider** – Exploration ends.

20

If you **have** the **"Observation Post"** part **1** status, roll a die and check the result below:

1 – go to Verse 2.

2-6 – each Party member Passes for the rest of the day. Exploration ends.

If you **have** the **"Observation Post"** part **2** status, and the **"Heavy Rainfall"** or **"Howling Gale"** or **"Violent Thunderstorm"** Random Events are revealed, go to Verse 22. Otherwise, each Party member Passes for the rest of the day. Exploration ends.

21

You make your move...

Go to:

22

The weather is horrible and there's nowhere to hide on the top!

Roll a die, adding your to the result. Then, add +3 to the result if you have the **"Adventurer's Kit"** Item. Check the result below!

1-3 – *You're washed from the top of the rock and tumble down.* Each Party member loses 4 and gains 2. Exploration ends.

4-5 – *You manage to stay on top of the rock until the weather gets better, but it is a horrible experience.* Each Party member loses 1 and gains 1. Exploration ends.

6 – *No wind or rain can get you off the rock. You laugh at the elements.* Each Party member loses 1. Exploration ends.

23

1-3 – *You've lost! The giants chase you away, mocking your efforts.* Each Party member loses 1 and gains 1. Exploration ends.

4-6 – *You've won! The giants grudgingly pay up in uncut gemstones and copper jewelry.* Each Party member gains 2 Wealth. Exploration ends.

7+ – *You've crushed your opponent! The giants learn much from the tricks you've shown them.* Each Party member gains 3 Wealth and 1 Exp. Gain one part of the **"Giant's Wisdom"** status. Exploration ends.

24

Giants are savage and hate humans, but even this hatred pales in comparison to their well-known love of games and wagers. You know they won't be able to help themselves if you challenge them. There's only one problem - according to their tradition, the one who was challenged chooses a way for the challenge to be resolved.

Not to mention that the more they play with you, the more apt they become.

If you **have** five parts of the **"Giant's Wisdom"** status, go to Verse 25. Otherwise, gain one part of the **"Giant's Wisdom"** status, roll a die and check the result below:

1 – *A test of might* – roll a die again, add your to the result, and subtract the number of **"Giant's Wisdom"** status parts you have. Then, check the result in Verse 23.

2 – *A trial of bravery* – roll a die again, add your to the result, and subtract the number of **"Giant's Wisdom"** status parts you have. Then, check the result in Verse 23.

3 – *A game of riddles* – roll a die again, add your to the result, and subtract the number of **"Giant's Wisdom"** status parts you have. Then, check the result in Verse 23.

4 – *A storytelling contest* – roll a die again, add your to the result, and subtract the number of **"Giant's Wisdom"** status parts you have. Then, check the result in Verse 23.

5 – *A test of perception* – roll a die again, add your to the result, and subtract the number of **"Giant's Wisdom"** status parts you have. Then, check the result in Verse 23.

6 – *A mystical duel* – roll a die again, add your to the result, and subtract the number of **"Giant's Wisdom"** status parts you have. Then, check the result in Verse 23.

25

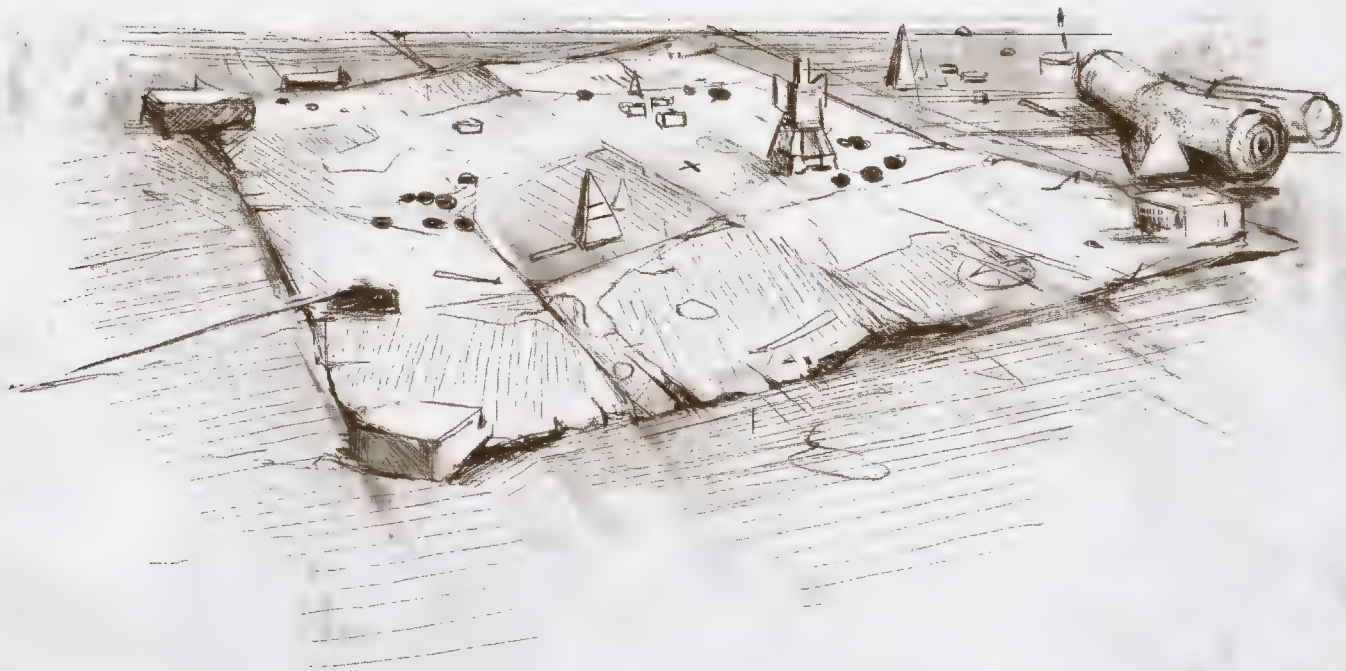
Go to:

26

Gain the **"Dreamquest"** part **7** status. Go to:

Dream & Nightmare

If you **don't have** the **"Dreamquest"** part **7** status and **have** Secret card **10**, go to Verse 26. Otherwise, nothing happens and the Dream ends.



347 WYRDFORT

A spiky, surreal bulge of wyrdstone looms at the center of this wide plain, surrounded by clouds of boiling wyrdness. The surrounding terrain is fractured, covered in wart-like plants you have never seen before. The menacing figures of enemy Stakeslingers roam around the structure. This is the enemy's fort, one of several standing between Arthur's army and the enemy capital of Tuathan.

If you're playing **Chapter 6**: **Part 2**, go to Verse 10. Otherwise, choose one:

- **Watch the fort from a safe distance** – go to Verse 9.
- **Gather the plants** (pay 1, lose 1, requires the **"Dangers of Avalon"** part **2** status) – go to Verse 13.
- **Attack the fort** (requires at least 2) – go to Verse 14.
- **Leave** – Exploration ends.

1

Despite your careful steps, you eventually squash one of the strange plants surrounding the fort under your boot. It immediately explodes, showering your face and exposed skin with corrosive spores.

Each Character rolls a die and adds their . The Character with the lowest roll loses 2 and gains 1. If there are two or more Characters with the same result, choose the one with the lowest Character number.

If you're playing **Chapter 6**: **Part 2**, go to Verse 7.

Otherwise, Exploration ends.

2

It takes a lot of time, but eventually, you're in the camp, without exposing yourself to the eyes of the sentries.

Gain the **"Sabotage"** part **6** status. Go to Verse 8.

3

You do your best to come up with a clever plan of action, but you realize the enemy is unpredictable and vastly overpowers your force. It is likely that many of the soldiers sent to create a distraction will die.

- **Send out the distracting force** – place all Unit cards belonging to all Party members in one pile and place a **"Detachment"** Secret card (**49**) on top of them. Place a Dial and a Time Token on this Secret card and set them to 2. Go to Verse 6.
- **Reconsider** – *You doubt your force is strong enough to prevail.* Go to Verse 10.

4

Gain the **"Sabotage"** part **5** status.

Keep all remaining Units under the **"Detachment"** Secret card. They will return to you at a time specified on the card. Choose one:

- **Sneak into the fortress** (requires all Characters; this will end your day) – go to Verse 12.
- **Leave** – Exploration ends.

5

There are many handholds on the wyrdstone wall, and the climb is not very taxing. However, as your feet land on the other side, you feel something watching you. You have a feeling you might have exposed yourself to some prying eyes.

- **Retreat** – Exploration ends.
- **Carry on** – go to Verse 8.

6

Your attack is sudden and furious – but it quickly breaks off. Some soldiers fall, pierced by black bolts swooping from the wyrdstone walls, and some perish in the clouds of corrosive spores, released by strange plants that cover all approaches to the wall. However, the rest of your force creates enough distraction to lure the enemy into the field. Your men begin to retreat, just like you ordered.

Gain the **"Dangers of Avalon"** part **2** status.

Sum up the of all Unit cards under the **"Detachment"** Secret card (**49**). Add +1 for every Ranged unit in this pile. Add +1 if there's only one Character in the game. Then, check the result:

1-2 – *The enemy completely ignores your efforts and stays in the fort.* Each Commander loses 1 Rep and 1. Discard the **"Detachment"** Secret card (**49**) and return all Units placed under this card to their Commanders. Exploration ends.

3 – *The enemy easily surrounds and destroys your small force.* Discard the **"Detachment"** Secret card (**49**) and all Units placed under this card. Each Character loses 1 Rep per discarded unit. Exploration ends.

4-5 – *The decoy force is almost overrun. One of the squads makes a desperate stand, trying to buy more time for the others.* Discard one chosen Unit from under the **"Detachment"** Secret card (**49**). Each Character loses 1 Rep. Go to Verse 4.

6+ – *Despite initial losses, the operation is a resounding success. The units perform a fighting retreat, keeping the pursuing force occupied.* Each Commander gains 1 Rep. Go to Verse 4.

7

You reach the wall of the fort. Its wyrdstone surface is uneven, riddled with holes and openings. You could spend a while searching for one large enough to push through or simply climb over the wall.

- **Find an opening in the outer wall** (pay 1 per Party member) – go to Verse 2.
- **Climb the wall** – go to Verse 5.

8

Go to:

9

You spend a while, taking in the otherworldly structure. This heap of wyrdstone spikes and cartilage-like walls is unlike any human fortress. Is that why humans were never able to conquer it? One thing is clear: you'd have to be mad to assault this place with anything less than all the combined human armies.

Hint: Do not attack the Wyrdfort.

Suddenly, you have a distinct feeling something is looking back at you from within the fort. You feel naked, exposed. You can't take that any longer.

If you **don't have** at least 2 , gain 1 . Exploration ends.

10

So, this is where they keep her... Capturing the fort appears impossible. You will have to go inside alone. But before braving this alien-looking fortress, it might be best to create some distraction or weaken its defenses.

- **Sneak into the fortress** (requires all Characters and no ; this will end your day) – go to Verse 12.
- **Send your troops to feign an attack on the fortress** (requires at least 1) – go to Verse 3.
- **Send your troops away to a safer location** – go to Verse 15.
- **Leave** – Exploration ends.

12

You're not sure if it makes a difference, but you wait for nightfall before trying to approach the fort. After sunset, its bulbous shape seems to faintly glow. Wyrdness swirls around it, opalescent in the light of the moon. Now more than ever you see it's not simply a war between two races. It is a conflict of two realities, one incompatible with the other.

If you **don't have** the **"Dangers of Avalon"** part **2** status, go to Verse 1.

Otherwise, go to Verse 7.

13

If placed in a proper container, the toxic puffballs that litter the landscape could be put to good use.

Gain the **"Smoke Bomb"** Item, if available. Exploration ends.

14

It's a slaughter! Soldiers fall, pierced by black bolts swooping from the wyrdstone walls, and others perish in the clouds of corrosive spores, released by strange plants that cover all approaches to the wall. Soon, you are forced to call off the attack.

Gain the **"Dangers of Avalon"** part **2** status.

If the Commander's or is at least 3, take half of your total (rounded up) and discard Units with at least that much . Each Commander loses 2 Rep for each of these units.

Otherwise, discard all Units. Each Commander loses 3 Rep for each of these units.

Exploration ends.

15

Place all Unit cards belonging to all Party members in one pile and place a **"Detachment"** Secret card (**49**) on top of them. Place a Dial and a Time Token on this Secret card and set them to **"2"**.

Go to Verse 10.

348 Whitepoint

The sun, shining off the snow-covered peaks of this rocky peninsula, is almost blinding. Tall totems line every road, representing crows feasting on skulls a warning to outsiders.

If **Special Event K** is revealed, go to Verse 18.

Otherwise, choose one:

- **Visit the settlement** – go to Verse 3.
- **Rest a while and move on** – go to Verse 1.
- **Find a boat to the Isle of the Dead** (pay 1 Wealth, only available in **Chapter 13** or if you have the **"Case Solved"** part **3** status) – go to Verse 12.
- **Leave** – Exploration ends.

1

You find a nice spot by the ice-cold snowmelt creek. The air is fresh, and the smell of the spring gives you new strength.

If there's no Time Token on this Location, each Party member with 2 or less restores their to 3. Place a Time Token on this Location. Exploration ends.

2

With your most eloquent vocabulary, you express your distaste for the quaint and overused idea of skull-based stockade ornamentation. The guard listens, his mouth agape, as you point out that what would seem intimidating back in the Homelands, here, on the edge of wyrdness, fails to make a statement.

After you finish, there's a long moment of uncomfortable silence. Then, the man on top of the stockade gives a sign, and the gate begins to open.

"Skorl not knows what you want," he says. "You go speak to our jarl."

Go to Verse 5.

3

As you get closer to the stockade, you notice its top is adorned with brightly painted skulls.

If you **have** the **"Case Solved"** part **1** or **2** status and you **don't have** the **"Victories"** part **1** status, go to Verse 8. Otherwise, read on:

You wouldn't risk angering this tribe without a good reason to do so. You decide to step back for now.

Go back to the start of this Location and make another choice.

4

Their craft is crude and doesn't look like something you could use. But at least their smoked and salted fish is decent, and relatively cheap. And they do their best to remove any extraneous organs and body parts caused by the presence of wyrdness, clouding above the coastal waters.

- **Buy food** – pay 1 Wealth to gain 1 Food. Then, make another choice.
- **Buy a crafted item** – draw the top 2 Craftable Item cards. You can buy any number of them for 2 Wealth each. Shuffle the rest into the deck. Exploration ends.
- **Go somewhere else** – Go to Verse 5.

5

A vast patch of land is contained within the stockade. Small houses stand between pens full of fat animals and primitive tents. Fetid streams erode grimy walls and muddy paths - you fear you may lose your sense of smell here or catch a contagious disease.

- **Visit the jarl** – go to Verse 11.
- **Trade with the tribesmen** – go to Verse 4.
- **Go looking around the settlement** – *Few people can claim to have seen the Dál Riata settlement from the inside.* Go to Verse 14.
- **Leave** – Exploration ends.

6

If **Special Event K** is revealed, go to Verse 18.

Otherwise, choose one:

- **Visit the settlement** – go to Verse 3.
- **Rest a while and move on** – go to Verse 1.
- **Find a boat to the Isle of the Dead** (pay 2 Wealth, requires the **"Case Solved"** part **3** status or **Chapter 13**) – go to Verse 12.
- **Leave** – Exploration ends.

7

The boy's face flares with anger.

"You're sick in the head, lowlander. You dare accuse me of taking Morgaine? Your insolence can only be matched by your dim wit. Mousedeer? Throw these dogs out."

The seer steps in front of his young king, and shows you the door, burly guards flanking him.

Gain the **"Unwelcome Guest"** part **1** status.

- **Resist** – Go to Verse 10.
- **Leave this place** – Exploration ends.

8

A weather-beaten man with a beard tangled like a bird's nest appears at the top of the gate. He assesses you from above and shouts: "Go back. Or you join my toothed friends." Then, he pats one of the painted skulls.

- **Criticize their poor taste in ornamentation** – go to Verse 2.
- **Sneak into the settlement** – go to Verse 13.
- **Buy your way into the settlement** (Pay 4 Wealth per Character) – go to Verse 5.
- **Leave** – Exploration ends.

9

If you **don't have** the **"Case Solved"** part **1** status, gain the **"Case Solved"** part **1** status. Go to Verse 5.

10

It happens that everyone in this settlement is armed and eager to fight. You're surrounded in no time, but they don't attack you. Only a single, fierce warrior steps out, lets out a mighty roar, and challenges you to a duel.

Gain the **"Unwelcome Guest"** part **1** status. Resolve the **"Rebel Lord"** gray Encounter (Difficulty 4). Regardless of the result, Exploration ends.

11

The jarl of the tribe is a boy, no more than twelve years old. He sits on a simple stool, a wild-eyed druid on his left, and a fat priestess on his right. Despite his age, something in his eyes warns you he is not to be trifled with.

"Speak quickly, lowlander."

- **Explain to him they would be safer if they joined forces with Tintagel** – go to Verse 15.
- **Tell him to release the king's sister at once** (requires the **"Case Solved"** part **2** status) – go to Verse 7.
- **Ask him if he knows where Morgaine is** (requires the **"Case Solved"** part **1** status) – go to Verse 17.
- **Excuse yourself and leave** – Exploration ends.

12

A slightly mad (you deduce it from his fishing grounds) bayman agrees to take you to the necropolis - he's going there anyway, as his fishing net loves this place.

Attach the **"Isle of the Dead"** Location card (**334**) to the right edge of this Location, if it's not there yet. Move all Party members to this new Location and Explore it (this Exploration is free).

13

You pretend to go away and walk in a wide circle to the other side of the settlement to a place where the stockade looks easiest to climb.

Roll a die, adding your and . If the result is higher than 6, place a red marker on this Location and go to Verse 5. Otherwise, read on:

While passing over the stockade palisade, you get stuck for a brief moment. But, unfortunately, it's long enough for the people inside to spot you - enraged locals approach you in no time.

Go to Verse 10.

14

If there's a red marker on this Location, go to Verse 10. Otherwise, read on:

You curiously observe the local customs and feel the locals ogling you in return. There are only a couple of shelters and homes on this side of the stockade, and no place to hide anything suspicious. After a while, you realize you can't see any trace of the abductees.

What do you think? Choose one:

- **Maybe there was no abduction after all...** – go to Verse 9.
- **Barbarians! They must have disposed of the bodies and property of their prisoners!** – go to Verse 5.

15

"Arthur would put my tribe in the first line of his army," the young jarl says in a voice of a parent explaining a trivial matter to his child." It doesn't seem much safer than this place. And here the Avalonians don't mind us, and we don't mind them."

Go to back to Verse 11 and make another choice.

17

"The witch bought several fishing boats from us. She paid far too much, but we didn't mind at all. We watched as she and her entourage headed off toward the necropolis on the nearby island. Stupid - but why should we stop her?"

The jarl's seer spits on the ground and makes a magic sign.

"Do not expect to see them again," he says. "The place is cursed. Since we landed here, half a dozen of our youths disappeared into its halls. We tried to explain it to the sorceress, but she was sick in her head, like all you lowlanders."

Gain the **"Case Solved"** part **3** status.

Place the **"Isle of the Dead"** Location card (**334**) to the right edge of the **"Whitepoint"** Location.

New Task: Find Morgaine on the Isle of the Dead. If you **don't have** your own ship, some of the local fishermen might be convinced to ferry you.

Exploration ends.

18

The army of giants is here, the very land shaking under their footsteps. The smoke rising from the settlement of Dál Riata is an ill omen. In the distance, you see the human army arrayed in defensive lines at the very tip of the peninsula. Reaching them will require you to slip right under the giants' noses - a task all but impossible with any troops by your side.

If there are no Time Tokens on your Active Quest card, you came late – gain the **"Fall From Grace"** part **2** status, if you **don't have** it yet.

Choose one:

- **Make your way to the king's army** (only if you **don't have** any Units, requires all Characters) – go to Verse 19.
- **Detach your troops** – *You thank them for their service and send them off to Tintagel.* Gain the **"Detachment"** Secret card (**49**) if it's not revealed yet. Place any number of your Units under the **"Detachment"** Secret card. Then, make another choice.
- **Leave** – Exploration ends.

19

Sneaking past the giants roaming the peninsula with their enormous weapons was unnerving. But even more so was the fresh battlefield you had to tread through - full of men crushed in their armor or ripped to pieces together with their horses.

Each Party member gains 1. Read on:

Beyond the battlefield, the human army stands at the top of the peninsula, surrounding two dozen wagons and groups of terrified refugees. A lone rider leaves the ranks and rushes toward you.

"Glad you made it," Arthur says, and gestures to the cliffs and the army. "We didn't have much more ground to retreat to. Well? What do you have for me? You didn't come all this way to die valiantly, did you?"

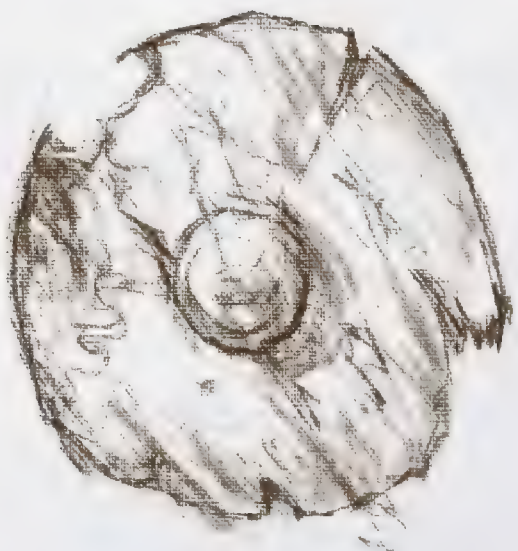
You shiver. Was Arthur's force really this close to annihilation, despite all his power? Now more than ever you see that the human conquest of Avalon precariously rests on the actions of a handful of men and women...

You tell the king about what you found in the Titan's Steps. His face lights up.

"My horse!" Arthur shouts. "Bors, Lamorak - ride with me!"

Two knights nod and come to Arthur's sides. Together, they ride straight into the looming army of giants. You can only wait and hope for the best.

- **Wait** – go to:



349 Giant's Oath

Sunlight reflects off the snow-covered peaks of this rocky peninsula, and off the blades of three giant weapons planted at its tip. Is it you, or have the swords grown since the last time you saw them?

Go to Verse 6 in the **"Whitepoint"** Exploration Journal (**348**).

350 Captured Wyrdfort

The wyrdstone wart, growing in the middle of these plains, is now split open, its walls hanging to the sides like the petals of a wilted flower. The ground around the fort bears signs of unbelievable carnage, in some places scorched through to the bedrock and dotted with deep craters. The piles of four-armed corpses left to decompose in the sun show the scale of the human victory.

Gain the **"Conquest"** part **8** status. Then, choose one:

- **Ask around about the battle** – go to Verse 1.
- **Approach a convict** (only if you **don't have** the **"Arbiter"** part **4** status) – *A young priest hangs tied to a high pole near the battlefield.* Go to Verse 3.
- **Find Arthur** (only available in **Chapter 10: Part 3**) – go to Verse 4.
- **Leave** – Exploration ends.

1

Each of the soldiers and camphands still present around the battlefield gives you a different take. Yet, their stories have one thing in common. The fort seemed impenetrable, and the first assault suffered great losses, as the wyrdstone walls moved, opened and closed like living beings to protect the enemy Stakeslingers and Warcasters. As Arthur watched the unfolding disaster, fury overwhelmed him. He drew in the wyrdness, like you might breathe in campfire smoke. He shaped it just like the enemy does and used it against the fort, cleaving its walls.

Some of the knights and soldiers were so shocked they barely managed to exploit this breakthrough. The news of Arthur's dark magic will certainly cause an uproar in Tintagel...

You also learn that many Avalonian prisoners were taken. Gaheris took them south from here, to find a safe and remote place to keep them.

New Task: Travel south to check on the prisoners.

If the **"Sparse Woodland"** Location (**325**) is revealed, remove it from the game and replace it with the **"Killing Grounds"** Location (**326**).

Go back to the start of this Location and make another choice.

2

Go to:

3

You walk up to the pole and look up. This Allmother's priest is a young man with a stern face, now scowling from visible discomfort. While his punishment is far from deadly the pole has a small crossbar to support his weight it must get really painful to be there. You ask the priest what he did to deserve this.

"I tried to talk sense into our king," he says. "I take it you were not here during the battle? Many have seen him controlling the pure wyrdness, turning it into deafening blasts or causing the ground to ripple. I tried to tell him that humans shouldn't dabble in Avalonian magic. But he was too focused on winning to listen. And when I tried to convince some of his knights to oppose this, he ordered them to tie me here, in front of this...

His head points towards the fort.

"So that I may look at his so-called triumph and think about my actions. Don't worry about me, child. They'll cut me down before the army leaves. Or at least I hope so..." he mumbles, looking into the distance, where soldiers begin to break camp and march home.

- **Cut him down** – *His punishment is enough.* Go to Verse 2.
- **Leave him hanging** – *You have no authority to overrule the king's verdict.* Exploration ends.

4

If you **don't have** the **"Borderlands"** part **9** status, you haven't solved the situation in the **"Quiet Plain"** (**351**) yet - your orders were to do that before meeting the king. Exploration ends. Otherwise, read on:

The soldiers eventually direct you to Arthur, who sits broodingly on a large piece of wyrdstone, ripped straight from the wall of the enemy fort.

Go to:

351 Quiet Plain

Wind rustles the tall grass of this quiet plain. You feel the empty space begging to be occupied.

If you're playing **Chapter 10: Part 3**, go to Verse 1.

If **Special Event P** is revealed, go to Verse 2.

Otherwise, each Party member gains 1 and the Exploration ends.

1

Go to:

2

Go to:

Activate a Menhir

This menhir is surprisingly easy to empower, as if it was eagerly awaiting your hands.

Requires **all Characters** and the **"Menhir Rites"** Secret card (**11**).

Pay 1 (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

352 The Pit

Many highland streams fall into this natural well gaping in the middle of the highland, its bottom obscured by spray and mist. Is there anything down there? There's only one way to find out.

- **Climb down into the pit** – go to Verse 1.
- **Inspect the streams** – go to Verse 2.
- **Go down the ramp** (requires the **"Helpful Tricks"** part **8** status) – go to Verse 9.
- **Build a ramp to the bottom of the pit** (pay 3, requires the **"Plunderer"** part **6** status and at least 2) – go to Verse 14.
- **Leave** – Exploration ends.

1

You lean over the edge of the pit. The rock face is extremely steep and slippery. Only an expert climber could risk it - but there are other ways...

- **Rappel down on a rope** (requires the **"Adventurer's Kit"** Item) – go to Verse 6.
- **Climb down** – go to Verse 3.
- **Leave** – Exploration ends.

2

If you **have** the **"Dangers of Avalon"** part **7** status, there's nothing more here. Exploration ends. Otherwise, read on:

The streams barreling down into the giant well glisten with silvery fish. You walk along one of them, trying to find a good place to build a stone fish trap when you spot an old woman hunched over the water, a wicker basket beside her. She washes something in the cold stream.

- **Approach her** – go to Verse 5.
- **Call her from a distance** – go to Verse 15.
- **Leave** – Exploration ends.

3

Roll a die and add your . Check your final result below:

1-4 – *You slip almost instantly and tumble down the pit.* Each Party member loses 3 and gains 1. Go to Verse 6.

5-6 – *You make it half-way down the wall before you slip.* Each Party member loses 2. Go to Verse 6

7+ – Go to Verse 6.

4

You take out some rations and show them to the woman. She accepts the food with a nod and throws it into the basket. Wyrdspawns devour it greedily. After the meal, they become visibly drowsy. The woman loses interest in you and returns to her work.

Exploration ends.

5

As you come closer, you notice she's not washing clothes, but bathing small, squirming wyrdspawns, which she then places back in her basket. Once you come closer, she turns her dead, hollow eyes toward you.

Each Party member gains 1. Then, choose one:

- **Ask her what she is doing** – go to Verse 8.
- **Offer her children some food** (pay 1 Food) – go to Verse 4.
- **Retreat slowly** – go to Verse 7.

6

The streams tumbling down this enormous well smash on the rocks, filling the air with thick clouds of water spray. Apart from pools of water and the high rock walls on all sides there seems to be very little of interest here. The round disc of cloudy sky above you looks almost like an amused face, mocking your efforts to get all the way down.

If you're playing **Chapter 8**: **Part 2**, go to Verse 12.

If you **have** at least 3 or and **don't have** the **"Plunderer"** part **6** status, go to Verse 11.

Otherwise, there's nothing to do here; Exploration ends.

7

She stands motionless as you walk away. Without warning, she begins to move with speed that seems impossible for someone of her squat stature. Her hand dives into the basket, and before you can blink, something wet and wriggling lands on you. You look down, only to see two oily black eyes, and sharp teeth. Her hand reaches into the basket once more...

Each Party member gains 1.

Draw and resolve the **"Bean Chioch"** purple Encounter (Difficulty 2). If you win, go to Verse 10. Otherwise, Exploration ends.

8

"Their skin. So dry. Out there, not enough wyrd. Got to keep 'em nice and wet. Got to take care. Wash. Feed."

She goes silent, watching you with her dead eyes.

- **Offer her children some food** (pay 1 Food) – go to Verse 4.
- **Retreat slowly** – go to Verse 7.

9

- **Just look around** – go to Verse 6.
- **Prospect for gold** (pay 3) – go to Verse 13.
- **Order your men to search for gold** (requires at least 1 , pay 2 Rep) – *It's a hard and unforgiving job, and many claim it benefits you personally more than the war effort.* Go to Verse 13.
- **Leave** – Exploration ends.

10

Go to:

11

A bright glint catches your eye. You kneel in the cold water of one of the pools and comb through wet sand. Gold! The streams that thunder down the well are bringing golden dust and nuggets with them that stay on the sand, while the waters drain down.

If you found a way to easily reach the bottom of the well, it would be a great place for prospecting.

Gain the **"Plunderer"** part **6** status. Exploration ends.

12

Only after a while you notice the gray silhouette of a man sitting on the other side of the pit, flanked by two large pools of water and looking straight into a solid rock face. How did he get down here? Is that the person you're looking for? As you begin to approach him, you hear him say:

"I... know this place. I don't know how. It somehow feels, like... home?"

The voice seems familiar. You get even closer. The man before you is a bit taller and his shoulders are broader than the last time you saw him. Yet, even these changes, and the simple travelling cloak he wears, can't prevent you from recognizing him.

Go to:

13

The water is ice cold, but the rush of finding even the tiniest golden nugget more than makes up for it.

Roll a die. Add +1 to the result if you **have** the **"Adventurer's Kit"** item. Check your final result below:

1 – *You find nothing, and your hands get numb from the cold.* Exploration ends.

2-3 – *A sprinkling of golden dust.* Gain 1 Wealth. Exploration ends.

4-5 – *A small, golden nugget.* Gain 2 Wealth. Exploration ends.

6 – *An acorn-sized piece of pure gold!* Gain 3 Wealth. Exploration ends.

7 – *You can't believe your eyes! In wet sand and gravel, you see a nugget the size of your fist!* Gain 5 Wealth and 1 Rep. Exploration ends.

14

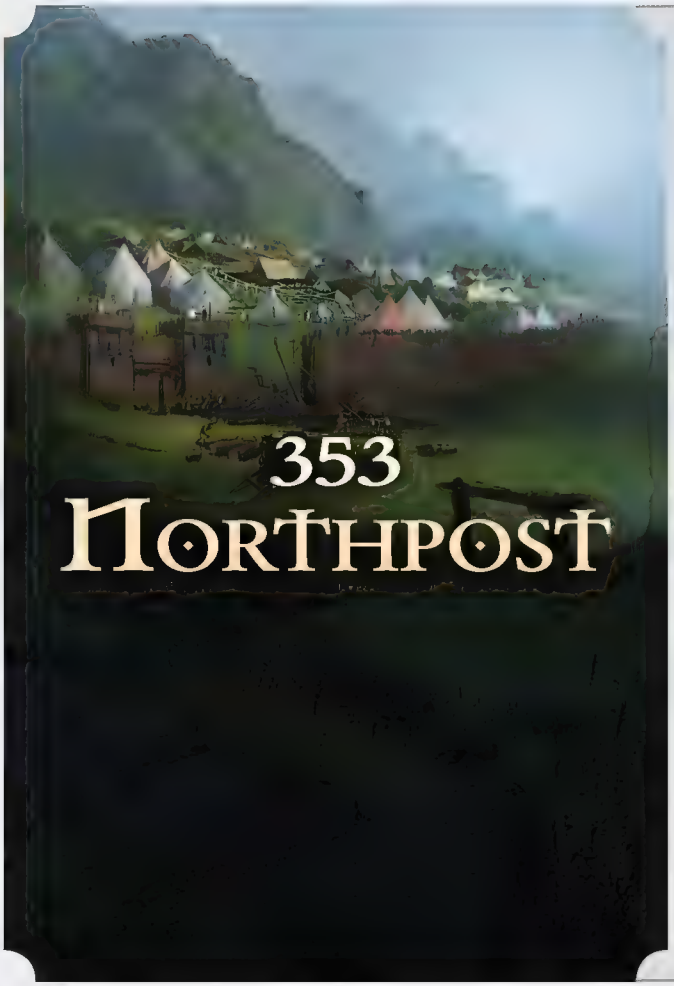
With a new, convenient way to reach the bottom of the well, gathering gold dust and nuggets that streams have carried there is now easy.

Gain the **"Helpful Tricks"** part **8** status. Go to Verse 9.

15

She ignores you, focused entirely on her work.

- **Approach her** – go to Verse 5.
- **Leave** – Exploration ends.



353 Northpost

If you're playing **Chapter 12**, go to Verse 13. If you're playing **Chapter 13**, go to Verse 20. Otherwise, read on:

As you walk down from the highland, the tantalizing view of new lands unravels before you. This is the frontier. You can almost hear the ocean breaking on the northern coast of Avalon, so far only seen by a handful of brave scouts and explorers.

At the foot of the slope, you see a settlement no longer a military camp, but not yet a farmhold. Tents stand side by side with wooden structures, and a group of sweaty workers are busy raising a stockade.

- **Trade** – go to Verse 5.
- **Report to the camp's commander** – go to Verse 7.
- **Garrison troops** – *Unlike in Tintagel, Northpoint offers plenty of space to comfortably garrison an army.* Go to Verse 18.
- **Speak to the settlers** – *People from several frontier settlements roam the mud-covered alleys of Northpost, the only place to buy supplies in this part of the island.* Go to Verse 2.
- **Ask about your family** (requires **Thebalt**) – go to Verse 3.
- **Seek out Arthur** (only avaible in **Chapter 9** or **Chapter 11** and if **Special Event G** is revealed; requires all Character) – go to Verse 19.
- **Leave** – Exploration ends.

1

He's on edge, showing more and more nervous ticks.

"Just go," the commander says. "Link up with this... person and do what they ask. Please. I don't want any part in this."

You realize there's nothing more you can get out of him.

Go to Verse 9.

2

If you're playing **Naazer** go to Verse 8. Otherwise, read on:

They say that the northwestern part of the island is overrun by armed beastmen. They are chasing settlers away from the Reach, and attack anyone who tries to live in these fertile new lands.

New Task: Find out who tries to keep the settlers away from the Reach.

Exploration ends.

3

Not everyone here is willing to speak with a Red Death survivor, hiding behind an iron mask. Gathering information takes you a while, but the conclusion is shocking. Your wife, Ysabeau, is now a wife of Northpost's commander, and your eldest son is his squire, while your two younger children were sent back to the safety of Tintagel, where they stay with the commander's family.

Thebalt gains 1 . Gain the **"Inquiries"** part **2** status.

New Task: If you wish, confront the camp's commander.

Go back to the start of this Location.

5

Supplies are precious on the frontier.

- **Buy food** – pay 3 Wealth to gain 1 Food. Then, make another choice.
- **Buy basic equipment** – draw 3 Craftable Items. You can buy any number of them for 3 Wealth each. Shuffle the rest back into the deck. Then, Exploration ends.
- **Buy rare equipment** – draw 3 non-Craftable Items. You can buy any number of them for 6 Wealth each. Shuffle the rest back into the deck. Then, Exploration ends.
- **Sell equipment** – discard any number of non-Craftable Items and gain 2 Wealth for each of them. Then, make another choice.
- **Use your powers as a Royal Executor to obtain better prices** (requires Secret card **55**; pay 5 Rep) – go to Verse 12.
- **Leave the market** – Exploration ends.

7

If you're playing **Chapter 8**: **Part 1**, go to Verse 11.

If you're playing **Chapter 14**, go to Verse 24. Otherwise, read on:

The commander eyes you as you enter his tent, but says nothing.

- **Ask him about Ysabeau** (requires **Thebalt** and the **"Inquiries"** part **2** status) – go to Verse 14.
- **Leave** – Exploration ends.

8

One of the settlers looks at you intensely. You sense there's more at play here than the usual wariness towards people from far-off parts of the Homelands. You ask him politely and learn he's seen dark-skinned people such as yourself on the border of the Fernsea, north-west from here. They were speaking in some strange language he couldn't comprehend.

Your heart immediately jumps. Could it be that some of your countrymen found refuge in this remote part of Avalon?

Gain the **"Borderlands"** part **7** status.

New Task: Locate the mysterious tribe in the Fernsea.

Exploration ends.

9

Before leaving Northpost, you ask around about the forest. So far, the wyrdness around here was so thick only a couple of people reached the forest. Of those, even fewer returned. This mission seems highly irregular...

New Task: Link up with the king's agent at the border of the Forest of Whispers.

- **Garrison your troops** – gain the **"Detachment"** Secret card (**49**) if it's not revealed yet. Pay any number of Wealth. For every Wealth paid, you may place one of your Units under the **"Detachment"** Secret card. Then, go to Verse 16.
- **Set off** – go to Verse 16.

11

The camp's commander is a tall, bald knight with a tightly clenched jaw. He's not too happy about you coming into his tent.

His disdain evaporates when you tell him who you are and what you came for. He hides his trembling hand behind him, clears his throat and gives you your orders. There's another king's agent you are to meet north-east of here, by the unexplored forest. You are to move in secret, without any witnesses. Taking any troops is out of question...

At first you think the commander's nervousness was caused by the fact he unknowingly disrespected a Royal Executor. That wouldn't be enough, though. There must be something else he's not telling you.

- **Inquire** (requires at least 3 or 3) – go to Verse 1.
- **Accept your orders and go out** – go to Verse 9.

12

The frontier traders sneer at you. Titles and birthright don't matter as much here as in Tintagel...

Lose 2 Rep. Exploration ends.

13

Northpost is abuzz with the excitement of the new campaign. It overflows with tents and troops, and a veritable city of carts sprang out from the stony plateau outside it.

If you're playing **Chapter 12**: **Part 2** or **3**, there's nothing more for you here. Exploration ends. Otherwise, go to:

14

As soon as you mention the name, the officer tenses up. You spare him nothing, telling the story of your tragedy. His face flares with anger. He sits down, pours himself some wine and explains he only knew she was a noble born widow with three children. He married her and they had some happy years together - for a time.

"She..." the commander hesitates for a split second and pours himself more wine. "A couple of months ago she started showing symptoms of the Red Death. I offered her a place in some secluded private cabin, but... I think the sickness really broke her mind. She was saying something about punishment of the gods. Eventually, she fled and was captured by Red Priests. I tried to pull any strings to get her out of the asylum, but they say she refused to return."

- **Ask to see your children** *You were denied speaking to them for one last time, and you are sure for them it was just as hard as for you. You all deserve some closure.* Go to Verse 15.
- **Leave without seeing your children** *They found a new home and a new family. Walking back into their life would only confuse them further, especially considering your Royal Executor post would leave you little time to take care of them.* Go to Verse 17.

15

Go to:

16

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and 1 Rep.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 8**: **Part 2** card.

Exploration ends.

17

Go to:

18

Gain the **"Detachment"** Secret card (**49**) if it's not revealed yet. Pay any number of Wealth. For every Wealth paid, you may place one of your Units under the **"Detachment"** Secret card.

Exploration ends.

19

The king is currently in the camp, overseeing military matters.

Go to:

20

If you **have** the **"Loyalists"** or **"Rebels"** part **2** status, go to Verse 21. Otherwise, read on:

Northpost is under siege, and not by the Avalonians! Rebels took over the outside ring of the camp and now besiege the loyalist forces led by the camp's commander who remained loyal to Arthur.

- **Help capture the camp** – place one **"Hostile Regiments"** Secret card (**61**) in this Location. If you win the Battle, go to Verse 23. Otherwise, Exploration ends.
- **Break the siege** – resolve the **"Rebel Lord"** gray Encounter (Difficulty 4). If you win, go to Verse 22. Otherwise, Exploration ends.
- **Leave** – Exploration ends.

21

Northpost still recovers from the ravages of the civil war. You will have to return later if you have any business here.

Exploration ends.

22

The camp's commander is grateful for your help. He promises to send some of his soldiers to help solve the crisis in Tintagel - once he's done hanging the rebels...

Gain the **"Loyalists"** part **2** status. Exploration ends.

23

Soon, the rebel flag flies over the encampment. Many rebels now go to help their brethren in Tintagel.

Gain the **"Rebels"** part **2** status. Exploration ends.

24

The commander relays everything he's heard from survivors so far. The great army of Arthur is no more, its regiments and knights scattered through the bending vistas of Tuathan. You realize that if humanity is to survive, someone has to guide at least some of them back!

Exploration ends.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 Food, 2 , and 1 Magic (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

354 Young Farmhold

A young farmhold called Cuanacht grows around the menhir. For some reason, coming here feels like returning home. Perhaps that's because you played a part in creating this place? Or maybe you secretly hope to retire here, once your days as Executor come to an end.

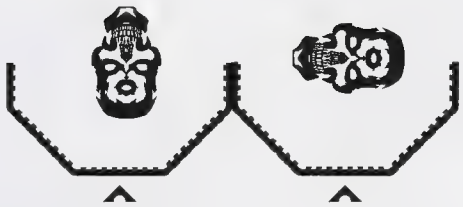
The citizens of Cuanacht welcome you warmly. They are always willing to help, as long as you don't abuse their hospitality.

If **Special Event P** is revealed, go to Verse 1.

If there's no Time Token on this Location, each Party member gains 1 and loses 1. Place a Time Token on this Location. Exploration ends.

1

Go to:



Activate a Menhir

This menhir is surprisingly easy to empower, as if it was eagerly awaiting your hands.

Requires **all Characters** and the **Menhir Rites** Secret card (11).

Pay 1 (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

You were concerned when humans landed on Avalon, but in the end, they proved no more interesting than any other animals. Now, another one climbs your highland. A bland creature, but you feel a delicious mystery burning under its skin. Maybe you should try to speak to it?

The creature stops, confused by the brochs that resemble those of its homeland, even though they're ancient. Such a simple mind.

- **The traveler approaches a broken broch** *It nestles at the edge of the cliff.* Go to Verse 5.
- **The traveler comes toward you** *The stone structure surrounding you is thick and sturdy.* Go to Verse 3.
- **The traveler nears an insignificant broch** (pay 1 per Party member) *The remains of a rope-ladder hang from its top.* Go to Verse 7.
- **Suck out the magical residue** (requires the **"Helpful Tricks"** part **5** status; pay 1) – go to Verse 4.
- **The traveler leaves** – Exploration ends.

1

Roll a die and add your or . If you **have** the **"Adventurer's Kit"** Item, add 3. Check the result:

1-3 *The traveler loses their grip on the moldy wall and falls on their back. Pathetic!* Each Party member loses 2.

4-5 – *The traveler struggles to climb down. Mediocre...* Each Party member loses 1.

6+ – *You're surprised by the skill of the traveler. Maybe they can be of use?*

Go to Verse 11.

2

Roll a die and add your . Check the result:

1-4 – *The traveler's legs tremble with fear. They try to approach the broch, but they can't move. As disappointing as you expected.* Each Party member gains 1. Exploration ends.

5+ – Go to Verse 8.

3

The mystery... You feel as it tries to burst from under traveler's skin! You call them, but will they hear you? You crave new secrets; you need them to live and to grow!

- **The traveler hears your whisper in their head** (requires at least 2 or 2) – go to Verse 9.
- **They are deaf to your voice** – go back to the start of this Location and make another choice.

4

With a long dagger, you pluck out the gray clay that binds the stones. It tastes of ash and iron.

Gain 2 Magic (up to 4 Magic). Exploration ends.

5

The traveler approaches the broch's remains more than half of it has fallen into the sea below. The traveler looks for a way inside, but if they want to get there, they have to traverse a narrow cliff's edge and reach a part of the broch's floor that's still protruding from its inner wall. The traveler looks down the steep cliff, and you feel their dread as if it was your own.

- **The traveler tries to enter the broch** – go to Verse 2.
- **The traveler succumbs to their fear** – go back to the start of this Location and make another choice.

6

There is nothing in there except for mud, moldy ropes, and some insects. The traveler seems disappointed. But they look at a crude, stone idol depicting a woman with two ravens carved in her cheeks. "Morrigan," the traveler whispers. "Why was our goddess here before us?" The questions in their minds are silenced when they find a stash full of worthless metal pieces.

Gain the **"Idols of the Old World"** part **3** status. If you **don't have** the **"Plunderer"** part **7** status, gain 4 Wealth and the **"Plunderer"** part **7** status. Go back to Verse 11.

7

The traveler climbs the wall full of convenient holds with ease. When they reach the top, they look inside – but they can't see much, as the shadows are deep, and the sun doesn't want to look at what hides there. The smell of rot teases the traveler's nostrils, darkness plays tricks on their eyes.

- **The traveler decides to descend into the broch** – *It would be challenging without proper equipment.* Go to Verse 1.
- **The traveler climbs back down onto the grass** – go back to the start of this Location and make another choice.

8

The traveler enters the crumbled structure only to find that there are no secrets to uncover. It was only a loss of effort and time! What? They are interested in the junk lying under one of the walls...

If you **don't have** the **"Plunderer"** part **1** status, gain 1 non-Companion Item and the **"Plunderer"** part **1** status. Exploration ends.

9

If you're playing **Duana** and you **don't have** the **"Inquiries"** part **5** status, go to Verse 10.

If you **have** the **"Forgotten Prisoner"** part **1** status, go to Verse 13. Otherwise, read on:

They hear you! They put their ear to the wall, trying to discern your words. You speak right into their mind: "Tell me your secrets, and I'll grant you insight!"

- **The traveler leaves, as they have nothing to tell you** – go back to the start of this Location and make another choice.
- **They tell you the secret of the menhirs** (requires the **"Menhir Rites"** Secret card) – go to:

10

The traveler comes to you to ask questions. No! It is you who wants secrets. Secrets are not to be given away! She doesn't give up. She questions your knowledge, puny being she is. She claims you have no idea about the creature that stalks her. But you do know. And you have to show her.

You tell her the truth; that Avalon is a gate through which souls go in various directions. But sometimes a soul is stuck in the middle. Unable to ascend beyond the stars, unable to grow four arms, and unable to go to the lesser lands beyond the sea. The soul floats through the wyrdness for millennia, until it takes on its own form; a horrific parasite, hungry and full of malice.

You tell her all she has to do is to spend a night somewhere the parasite won't be able to reach her, like in another reality that encroached on the Forest of Whispers in the north. Unable to feed, the parasite will then find a new host. For some reason, your news doesn't make the traveler happy. She wants to get rid of it, but she also knows she can live with it, while many others, less skilled, would die if she set it free upon the world...

New Task: Spend a night in Corbenic and make your final decision.

Gain the **"Inquiries"** part **5** status.

Exploration ends.

11

The traveler looks around and sees rotten human skeletons. They probably wonder who those people are, but they won't find out.

- **The traveler examines the corpses** – go to Verse 12.
- **The traveler searches their surroundings** – go to Verse 6.
- **The traveler tries to get out** (each Party member loses 1) – Exploration ends.

12

The traveler crouches beside the skeletons – patterns on scraps of fabric shrouding their bones indicate that they were once living in the Homelands, in a region far north from Camlann. The traveler finds some builder's tools around and thinks that they must have built these brochs. They also find some bent and broken weapons – the deceased people must have defended them from something, but they all died in the end. The traveler is shattered, as they figured humans already reached Avalon once, but didn't manage to survive here very long.

Each Party member gains 1. Go back to Verse 11.

13

If you **have** the **"Forgotten Prisoner"** part **2** status, go to Verse 14. Otherwise, read on:

Once again, the traveler comes to you with a secret.

- **The traveler leaves, as they have nothing to tell you** – go back to the start of this Location and make another choice.
- **They tell you their secret** (requires the **"Strange Encounters"** part **9** status, or the **"Inquiries"** part **8** status, or the **"Victories"** part **4** status) – *They've witnessed something impossible.* Go to:

14

Aaah... More nourishment!

- **The traveler leaves, as they have nothing to tell you** – go back to the start of this Location and make another choice.
- **They tell you their secret** (only avaible in **Chapters 9-14**, and if you **don't have** the **"Forgotten Prisoner"** part **3** status) – *They've been to a place beyond Avalon and returned to tell you the tale.* Go to:

Dream

You and the last of your people curl up behind the brochs' walls. You were safe here, but now, the evil mist encroaches even here. Your ship is but a wreck, crashed on jagged rocks below, and your gods didn't follow you to this evil island. You are alone. And you have to do something about it! You gather your people and take all of your sacred symbols and idols – your priest wants to stop you from violating them, but you silence his babbling with an axe. His blood is mixed with the dust made from the idols and some clay. Then, you use this mixture to seal the walls, stuffing it in between the coarse stones. Soon, the evil mist has no way into your broch. You can sleep almost peacefully.

Gain the **"Helpful Tricks"** part **5** status.

Nightmare

Slowly, but inevitably, everyone around you has died, claimed by old age or the dangers of this island. You are the last one - the last human on Avalon. You have no reason to live. Yet, you can't kill yourself, as something inside you forces you each day you to climb out of the broch, hunt some hares, or try to spot a ship from the cliff. One day, you try to get your old body up, but you can't bend your knees. You lie on your back for days, looking at the small circle of the sky in the roof of the broch, wailing from cold and pain.

You awaken with a terrible pain in your joints. Each Character who has this Nightmare and has 2 or less or gains Secret card **80**.

356 Hanged Man's Tongue

The eastern coast of Avalon narrows to a single point an outcropping high above the turbulent waters and long beaches. The wind is so strong here that the builders hide their tents behind rocks and wooden barriers.

The efforts to build a new seat for the king have barely started. The workers leveled the land at the tip of the outcropping and removed the soil to prepare foundations for the thick walls of the castle.

- **Walk to the tip of the peninsula** – go to Verse 3.
- **Report to Yvain** (requires **Special Event N**) – go to Verse 1.
- **Progress the investigation** (requires the **"Building the Future"** part **1** status) – go to Verse 15.
- **Leave** – Exploration ends.

1

If you **have** the **"Building the Future"** part **6** or **7** status, go to Verse 17. Otherwise, read on:

The knight welcomes you suspiciously. He's not happy to see a king's envoy here. You ask him about the situation and he paints a dire picture: as soon as the work started, the workers began to disappear, one every two or three days. The workers organized in some sort of a guild and refused to work until their pay was doubled to make up for the risk. The administration in Tintagel refused. The work stopped. Soon after, Master Cynric, the architect of the castle, was seen jumping off the cliff.

Yvain tells you he tried to force people back to work, but they are well organized and refuse until their requests are met. He hopes you can break this stalemate.

Gain the **"Building the Future"** part **1** status. Then, go to Verse 15.

2

Night is falling. The guards walk between the silent tents, freezing wind tugging at their cloaks.

Exploration ends.

3

From the tip of the rock, a stunning vista of endless, gray sea unfolds, framed with quiet beaches at the foot of the cliff. You find it hard to stop looking down, even though the wind pierces you to the bones, and something at the back of your mind warns you the rock under your feet may crumble at any moment.

Each Party member loses 1 and 1. Exploration ends.

4

Go to:

5

At first, the workers ignore you, but over time, you manage to get some of them to talk. According to their testimony, the first casualty was a young helper called Anlam. He was tasked with placing wooden poles that marked the locations of future walls and bastions. He stayed behind when most of the workers went for their supper. He was never seen since. Then, a mute builder from Whitepoint, Bandric, went missing during the last shift. He was digging foundations with his brigade at the end of the outcropping. When they turned back to him, he wasn't there anymore. Not a day later, a foreman by the name of Cagar disappeared into thin air, as he was doing his evening rounds. This is when the workers became so scared they stopped their work.

- **You've noticed something interesting in this story...** – go to Verse 21.
- **Thank them and leave them** – Exploration ends.

6

The two workers angrily explain they created a guild to have more leverage in negotiations with Yvain in Tintagel. They ask you to stay clear of the guild's business.

- **Tell them you wish to speak to the guild leaders** – go to Verse 24.
- **Teach them a lesson** – *Endangering this project and terrorizing those who refuse to do the same should be punished.* Go to Verse 8.
- **Leave them** – Exploration ends.

7

Cynric was an elderly man, one of the most famed architects of the Homelands, responsible for many buildings in Camlann, including its imposing battlements and two mammoth gates. No wonder Arthur tasked him with drafting plans for this new castle.

Unlike most victims, the master architect died with many witnesses around. He simply walked up to the edge of the cliff and threw himself off. The road to the beach at the foot of the cliff is so long and dangerous, his body was never recovered.

You ask around and learn he became more and more distant and strange in the days leading up to his death and spent a lot

of time wandering alone at the edge of the construction site. Perhaps it's understandable, considering how hard it must have been for him to see the most important project of his life stalling. Still, you think it might be prudent to search his tent.

- **Search the tent** – pay any number of and add your . Then, check the result in Verse 25.
- **Return later** – *This task will take plenty of time, and you have none to spare at the moment.* Exploration ends.

8

Go to:

9

If you **have** the **"Building the Future"** part **6** or **7** status, go to Verse 17. Otherwise, read on:

Yvain can barely contain his frustration. He tells you he did everything to find out what's going on. He interrogated workers. He tried to motivate them with talks of war and glory. He posted tripled guards. Nothing seemed to help. He suspects he's being played by the workers who have either killed or hidden their comrades themselves in order to coax higher wages or have an excuse to stop working...

Exploration ends.

10

At midday the apathy and boredom become almost unbearable. Your walk through the silent camp is uneventful...

If your is 2 or more, go to Verse 12. Otherwise, Exploration ends.

11

The disappearances started with the lowliest helper. The next was a laborer and the third - a foreman. Now, the master architect is gone. Doesn't it make Yvain next in line? You warn the knight and guard him the entire day, despite his objections. In the evening Yvain angrily tells you to go and do something more useful.

Each Party member Passes for the rest of the day. Exploration ends.

12

If you **have** the **"Building the Future"** part **2** status, nothing more happens. Exploration ends. Otherwise, read on:

Some raised voices behind one of the tents catch your attention. You turn the corner and discover two burly workers roughing up a third one while calling him a "scab". From what you understand, they caught him working for Yvain, despite the "guild" prohibiting it. His tools lie shattered on the ground.

Gain the **"Building the Future"** part **2** status, then choose one:

- **Intervene** – go to Verse 6.
- **Leave them alone** – *Let them sort it out themselves. You have a killer to catch!* Exploration ends.

13

The woman laughs at your threats.

"Our guild survived two hundred years in the Homelands, outlawed many times, hated by kings and nobles, our countless agents executed. Yet, we live, as long as there are simple people who dream of a better tomorrow. Strike me down, if you wish. Do it. Someone else will take my place, until you have no one left to kill, Executor."

You realize she is probably right. For many nobles, the guilds and their constant demands were a scourge back in the Homelands. It seems every problem of the old world arrived in the new world, for better or worse...

Go back to Verse 24 and make another choice.

14

The day is just starting. Gray coldness envelops the camp. Some of the workers start a fire and begin to cook their meager rations.

Exploration ends.

15

Apathy and hostility are the predominant moods in the camp. The sulking workers sit in small groups outside their tents. The supervisors have given up. This needs to change fast!

- **Investigate the recent worker deaths** – go to Verse 5.
- **Investigate the master architect's death** (only if you **don't have** the **"Supernatural Events"** part **8** status) – go to Verse 7.
- **Speak to Yvain** – go to Verse 9.
- **Wander the camp and the construction site** – go to Verse 20.
- **Search the land west of the camp** – go to Verse 16.
- **Visit the worker representatives** (requires the **"Building the Future"** part **3** status) – go to Verse 24.
- **Leave** – Exploration ends.

16

The trek around the camp is far from pleasant. The wind tugs at your clothes and howls in your ears. There's nothing but grass and bird's nests on this windswept peninsula. The soil is thin, and in many places everything but the bedrock was blown away. There's no way anyone could hide the bodies here.

Exploration ends.

17

You report your findings to Yvain.

If you **have** the **"Building the Future"** part **7** status go to Verse 19. Otherwise, read on:

Yvain nods his head.

"This sounds... implausible. Yet, I've seen enough strange things on Avalon not to doubt you. Let's gather the workers."

After you present your conclusions and proof, the workers argue for a while. Finally, their leaders decide they may come back to work. Bored after days of inaction, they resume the construction at a rather impressive pace.

Go to Verse 22.

18

They all seemed to have disappeared towards the end of the work day. It could be worth it to pursue this thread of inquiry further...

Exploration ends.

19

Yvain finds it hard to believe you. Still, he gathers all the workers in the middle of the camp, where you reveal your findings. They are met with general confusion. You have no proof. Your story is incredulous. Still, after drawn-out negotiations, the workers tentatively agree to trust the word of a Royal Executor and resume their work - at least until there are any further disappearances.

Yvain bids you a cold farewell. "I shall write to the king to notify him of your success, though I dare say Arthur hoped for a more... permanent resolution," he says.

Gain the **"Fall from Grace"** part **4** status. Go to Verse 22.

20

Check the current Energy for all Party members. Take the highest value and check the results below.

- **If the highest value is 7-8 Energy** – go to Verse 14.
- **If the highest value is 5-6 Energy** – go to Verse 10.
- **If the highest value is 3-4 Energy** – go to Verse 26.
- **If the highest value is 1-2 Energy** – go to Verse 4.
- **If the highest value is 0 Energy** – go to Verse 2.

21

What was it that caught your attention?

- **The names of those who disappeared** – go to Verse 23.
- **The time of the disappearances** – go to Verse 18.
- **The jobs of those who disappeared** – go to Verse 11.

22

CONGRATULATIONS! You've completed your Quest!

- Remove the **"Hanged Man's Tongue"** (**356**) Location from the game. Replace it with the **"Great Foundations"** Location (**359**).
- Move all Characters to Location **359**.
- Each Character gains 1 Exp and 2 Rep.
- Remove your Active Quest card from the game.
- Find and resolve **Special Event G**.

Exploration ends.

23

Anlam, Bandric, Cagar. Could it be that you have a crazy alphabet killer on the loose? You spend a lot of time tracking down any workers whose names start with "D" and warn them of imminent dangers, but it only deepens the confusion in the camp.

Each Party member loses 2 Energy. Exploration ends.

24

The workers take you to one of the tents and ask you to wait. Soon, two older men and one woman step in, wearing strange red scarfs on their sleeves, that remind you of the stonemason guilds in Camlann. You quickly learn there's no point negotiating with them. They tell you the guild will make sure no one returns to work until the safety of the workers is ensured, or until Tintagel promises to double their pay. You realize that with the war draining the coffers, the second option is all but impossible.

Gain the **"Building the Future"** part **3** status.

- **Threaten them to get back to work** – go to Verse 13.
- **Leave them for now** – Exploration ends.
- **Accuse and arrest them** – *You're certain they murdered or hidden the workers themselves to coax higher wages.* Go to Verse 27.

25

Check your result below:

0-4 – *You do your best, but find nothing. You're certain there are no clues to be found here.* Gain the **"Supernatural Events"** part **8** status. Exploration ends.

5+ – Go to:

26

At midday the apathy and boredom become almost unbearable. Your walk through the silent camp is uneventful...

If your Rage is 2 or more, go to Verse 12. Otherwise, Exploration ends.

27

You attempt to arrest the leaders of the guild. One of them calls for help and soon you are surrounded by an angry crowd of workers who try to stop you from taking their leaders.

- **Fight them** – *They shall not stand in the way of a Royal Executor!* Place a red marker on this Location and go to Verse 8.
- **Flee** – each Party member loses 2 Rep. Exploration ends.

357 Gnarled Spire

This spacious dale lies in the middle of the island, surrounded by high terrain. It would be unremarkable, if not for a lone wyrdstone spire sitting right in the middle of it. You see no way into this peculiar structure.

If you're playing **Chapter 12: Part 3**, go to Verse 4. Otherwise, each Party member gains 1 and Exploration ends.

1

Lancelot helps you order the troops into positions and arrange a defensive line, anchored on both flanks by steep rocks. It is a good line, and the menhirs should deprive the enemies of most of their war magic.

Soon, the towering Avalonian warriors begin to flood the other end of the dale. With the cloak of wyrdness stripped away by menhirs, you now see the full might of the enemy. Even with your high ground and commanding view, you doubt you can hold them off for long.

"If the king doesn't arrive soon, we're done for," Lancelot confirms your suspicions.

Doubts start to gnaw at you. What if Arthur never comes? What if he decided to sacrifice you to open himself a way into Tuathan? As some soldiers begin to break formation, you realize you need to act now.

- **Hold ranks!** – go to Verse 2.
- **We should flee! We can't hold them!** – go to Verse 3.

2

Go to:

3

Go to:

4

This is the place Arthur told you about. The eastern part of the basin is steep and stony. You are to deploy here, with your backs towards an ancient, tangled forest, and wait for the enemy to come.

- **Form ranks!** –(requires all Characters and Active Menhirs in Uncovered Visage, Underwall and Gnarled Spire) – go to Verse 1.
- **Activate a Menhir in this Location** –(pay 1 per Character) – put a new Menhir model on this Location. Place three red markers on the Menhir's base. Then, make another choice.
- **Leave** – Exploration ends.

Activate a Menhir

The Pale Lady obviously did something to the menhir. It's heavily altered and lights at the slightest touch.

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

This dale is now flooded, and the spire was driven so deep into the ground its top barely emerges above the calm surface of this new lake. You try not to think about what lies beneath.

If you **don't have** any **"Rebels"** or **"Loyalists"** status parts, go to Verse 1. Otherwise, choose one:

- **Enter the spire** – go to Verse 2.
- **Leave** – Exploration ends.

1

Despite exhaustion, your sleep after the battle is uneasy; full of hands reaching out from the abyss, and three-eyed helmets flooding with water. So many phantoms and nightmares move before your eyes that you initially take a dark shadow, leaning over your bed, as just another one.

If you **have** the **"Mark of Treachery"** Secret card (**36**), go to Verse 3. Otherwise, go to Verse 7.

2

If you're playing **Chapter 14** and you **don't have** Secret card **53**, go to Verse 4. Otherwise, read on:

The tower is completely flooded, save for a small platform at the top. You have no idea how to get inside.

Exploration ends.

3

This phantasm inspects you carefully, probably thinking you're asleep. Then, it gently wakes you up. You can't see their face, obscured by the hood, but what you can see is the large symbol hanging from their chest, and embroidered on their silk armband.

"It is time," the visitor says. "We have struck. The end of the tyrant is nigh. Gather your things and follow me."

- **Follow the conspirator** – go to Verse 10.
- **Ask him what he is doing here** – go to Verse 12.
- **Raise the alarm** – go to Verse 11.

4

As you approach the lake, something stirs in your head. The Pale Lady is close, and she's calling you but where? You look at the shores of the lake and finally notice that on the island in the middle of the lake the wyrdstone has parted, opening a stairway into the flooded spire.

- **Swim to the spire** – go to Verse 16.
- **Leave** – *You're not swimming in THAT water.* Exploration ends.

5

You dispose of the assassin and head outside, towards the sounds of combat, only to pause in front of your tent. Your hand reaches toward the pendant with the symbol used by the rebels. You realize that if you keep wearing it, the king's loyal servants will see you as one of the rebels. However, without one, the rebels are likely to attack you on sight...

You may discard the **"Mark of Treachery"** Secret card (**36**). Regardless of your decision, go to Verse 10.

6

The king notices the mark on your chest. Suddenly, his shoulders slump lower.

"You, of all people... My most trusted Executor. The only person who accompanied me beyond the veil. Even you didn't understand?"

Sadness makes way for his fury. The king roars and charges at you. His hands raise you high in the air.

"Fool!" he seethes. "The bloodshed you caused is but a fraction of the suffering that will now befall our lands. Flee to your masters. Tell them that once I'm done, and a new Kamelot rises up in the heart of the island... Once they witness the glories of the Grail, they will understand the error of their ways. Run! You are no longer my Executor."

Loyal knights rally around Arthur and together they begin to overpower the rebels. There's nothing left for you here. You abandon the camp, shaken by the sights of the civil war. In the morning, you learn Arthur plans to continue his march into Tuathan. Human lands will be left without their king, in the grip of a civil war. You have to do something about it.

Gain the **"Rebels"** part **1** status. Go to Verse 15.

7

This phantasm inspects you carefully, probably thinking you're asleep. Then, it draws a dagger.

"Die, Arthur's cur."

You dodge the blade and jump up, prepared to fight. This assassin is an expert fighter - and you are naked. On his chest and silken armband, you see the same symbol that was once offered to you by the "concerned citizens" of Tintagel.

Draw and resolve the **"Bounty Hunter"** gray Encounter (Difficulty 3). You cannot use any Items or Secrets in this Encounter. If you win, go to Verse 10. Otherwise, go to Verse 13.

8

The king is relieved to see his Executor and his knights unharmed. You rally around Arthur, as he dons his hulking armor and begins to bring order to the camp. Slaying soldiers and officers you fought besides just yesterday feels like a waking nightmare.

Each Character gains 3 reduced by their and loses 3 reduced by their .

Gain the **"Loyalists"** part **1** status.

As soon as combat dies down, Lancelot brings one of the rebels for questioning. What you hear from him makes your heart sink. The citizens of Tintagel decided they cannot allow the "tyrant" to waste their last army in Tuathan. All across Avalon, people who long opposed his rule, rise up. A civil war broke out.

Go to Verse 9.

9

If you **have** three or fewer parts of the **"Concerned Citizens"** status, go to Verse 14.

If you **have** four or more parts of the **"Concerned Citizens"** status, read on:

According to the conspirator, nearly every noble family of Tintagel declared for the rebellion. This happened, in part, thanks to a secret informer from Arthur's inner circle who relayed crucial information about all Arthur's failures or mistakes. You feel your heart sink. The slaughter around you. The civil war. You played a part in this...

Each Character gains 2. Go to Verse 14.

10

Vicious combat engulfs the camp. Some soldiers and officers joined the conspirators and raised the banner of the rebellion. Soon, you reach Arthur's tent. Inside, a ferocious fight takes place. Before you can do anything, a giant figure rips through the tent's wall, black-clad assassins sticking to it like leeches.

You take a step back. For the first time, you see Arthur without armor. The wyrdness that gave him inhuman strength and stamina changed his body beyond recognition. Many soldiers are just as surprised as you. Even those loyal to the king, like Lancelot, freeze for a moment, instead of helping their liege.

In the meantime, Arthur crushes the assassins, one by one. Covered in wounds, breathing heavily, he looks toward you.

If you **have** the **"Mark of Treachery"** Secret card (**36**), go to Verse 6. Otherwise, go to Verse 8.

11

Resolve the **"Bounty Hunter"** gray Encounter (Difficulty 3). If you win, go to Verse 5.

Otherwise, go to Verse 13.

12

"No time for explanations." The visitor shakes their head. "The citizens of Tintagel decided we cannot allow the tyrant to waste our last army in Tuathan. He has to die, now. All across Avalon, people who long opposed his rule, rise up. Tintagel should be ours by now. Come. Others are already heading for the king's tent!"

The sounds of a skirmish, coming from outside, seem to confirm his words.

- **Follow the conspirator** – go to Verse 10.
- **Attack the conspirator** – go to Verse 11.

13

Covered in blood, you barely cling to your life as Lancelot barges into your tent.

"Wake up! We're under..."

He notices your assassin and attacks him with fury. Soon, the hooded figure is dead. You can't see their face, obscured by the hood, but what you can see is the large symbol hanging from their chest, and embroidered on their silk armband. The same one the "concerned citizens" of Tintagel offered to you.

"You're wounded. Let me help," Lancelot says and takes out a small vial of Allmother's tears.

Each Character gains 2. Go to Verse 10.

14

The news of rebellion almost breaks Arthur. Lancelot urges him to return to Tintagel and put all rebels to the sword, but the king refuses.

"We have to enter Tuathan now that the Avalonians are in disarray," he explains. "I cannot waste this opportunity."

A new plan is formed. Arthur and all of the soldiers will head for Tuathan - but you are heading in the other direction.

"You proved in the past you can take care of things while I'm away," Arthur tells you. "This is the last time I need you. Head back to our lands. Try to stop this bloodshed, else I'm afraid that even should I return from Tuathan, there will be nothing to return to..."

Go to Verse 15.

15

At gray dawn, the army breaks camp and heads north, while you and a few others stay, watching gloomy regiments march toward the Mouth of Tuathan, and wondering how many of them, if any, will return alive. Before you leave the shores of the Mirror Lake, you notice someone is missing. The Pale Lady is no longer around. They say as soon as the battle started, she ran from the camp, pure insanity painted on her face.

Draw and resolve the **Chapter 13**: **Part 2** card from the Event Deck. Exploration ends.

16

The Pale Lady waits for you in a chamber flanked with rows of tall windows. Behind them, dead, four-armed shapes float in the water.

Each Character gains 1. Choose one:

- **Ask her about the flickering creature from your dreams in Tintagel** – go to Verse 17.
- **Ask her why she helped Arthur** – go to Verse 19.
- **Ask her what she plans to do now** – go to Verse 20.
- **Leave her** – go to Verse 18.

17

The Pale Lady tries to explain to you what the creature from your dream is. According to her, Avalon is a midpoint between the far simpler human reality, and the timeless kingdoms beyond the stars. And just like humans reached Avalon with a mission of conquest, the timeless kingdoms sent their ambassador, to maintain balance.

Apparently, the Avalonians call this creature an Ever-dweller, and they find it as alien as humans see the Avalonians. No one knows its real purpose, and the only thing the Pale Lady learned for certain, is that the Ever-dweller cannot survive far from the boiling, primordial wyrdness of Tuathan.

At least now you know the name of your enemy.

Each Character loses 1. Go back to Verse 16 and make another choice.

18

If you **have** the **"Arbiter"** part **7** or the **"Legacy"** part **9** status, go to:

Otherwise, Exploration ends.

19

This topic seems difficult for her.

"He... We are connected. In the Homelands, he heard my call from beyond the mists. It guided him to Avalon. I think he is someone very dear to me, someone I lost decades ago, whose soul found a new body in your lands."

The thought that the Pale Lady herself caused the invasion of Avalon, that culminated with the slaughter of her own kind, chills you to the bone. You now begin to realize why she's so torn.

Go back to Verse 16 and make another choice.

20

"I'll stay in this tower. This lake is now full of pain and terror. It will take centuries to cleanse it, else it might endanger Avalon."

Go back to Verse 16 and make another choice.

Dream

You dream of beautiful halls and passageways with walls of wyrdstone lace that make up the spire's interior, and of a breathtaking view from its top.

Each Character with 2 or more who has this Dream loses 1.

Nightmare

You dream of dark halls and passageways filled with muddy water, and of bloated, dead bodies floating within the spire. You feel the pain of the entire island whose water-carrying veins were pierced by this giant wyrdstone blade.

Each Character with 2 or less gains 1.

359 Great Foundations

The eastern coast of Avalon narrows to a single point an outcropping high above the turbulent waters and long beaches of the coast. The wind is so strong here that the builders hide their tents behind rocks and wooden barriers.

The work progresses at a rapid pace. With impressive foundations ready, the walls climb high to the left and right. As soon as you arrive, a messenger comes, inviting you to stop by Yvain's tent.

- **Speak to Yvain** – go to Verse 2.
- **Deliver supplies** – *The quartermasters here pay well for food and equipment.* Go to Verse 6.
- **Speak to workers** – go to Verse 9.
- **Leave** – Exploration ends.

1

"You're right. I'll... think about it," he answers. "There must be a way to break this bad news to our king."

You break into a cold sweat as you realize you might be indirectly responsible for sabotaging the most important military project of humanity.

Each Party member with 3 or more gains 1 . Gain the **"Building the Future"** part **9** status.

New Task: Conspirators in Tintagel would want to hear that one of Arthur's largest endeavors is in danger...

If you **don't have** any part of the **"Undercastle"** status, go to Verse 8.

Otherwise, Exploration ends.

2

Yvain overlooks the construction, standing silently in front of his tent.

If you **have** 3 or more go to Verse 4.

If you **don't have** any part of the **"Undercastle"** status, go to Verse 8.

Otherwise, Exploration ends.

3

You discuss all plans with the architect and make your decision. After all, it might be your small contribution to this great project...

Each Character gains 1 Exp and loses 2 . Exploration ends.

4

Yvain seems worried, which is strange considering how fast the construction progresses. You carefully probe him, until he decides to explain his mood.

"A new grand architect just arrived from Tintagel. He noticed previous surveys of the rock we build upon were lacking, so he performed his own. The results were.... alarming. He claims the rock won't bear a large fortress, it is too cracked and weakened by the waves. In time, it will fracture and tumble into the sea. But so much work went into setting up this construction, and into convincing the builders to work again. How can I stop it now?"

You look at the fortress and feel the same chill that Yvain must have felt. Humanity needs a new heart, and halting the construction would be catastrophic. But what if this heart is doomed to fail from the start?

"What should I do?" Yvain asks.

- **Advise him to stop the construction** – go to Verse 1.
- **Advise him to continue the construction** – go to Verse 7.

5

You find Kamelot's new grand architect waiting next to a dark stairway, freshly cut into the rock under the castle. She's a middle-aged woman, with strands of white hair and a serious, solemn look on her face.

She welcomes you, hands you the torch and leads you down, into the dark.

"The construction of Kamelot progresses not only above ground," she says. "There's also another project, just as daunting, that happens under the castle."

You emerge in a large natural cavern. Scores of miners work around you, enlarging the room and leveling the floor.

"Arthur is afraid we may lose the battle for the surface of Avalon. That's why he instructed me to dig a complex of defenses and tunnels below the fortress, with access to the sea. Somewhere we could survive, should the enemy capture the castle. I'm told you're an expert tactician, who saved the remnants of Galahad's expedition. I would love to hear your advice."

You stop before a half-finished corridor, leading even deeper. The architect shows you several scrolls, each containing a different drawing."

"We're now starting the work on the most secure part of the underground. An inner shelter, a last line of defense that has to be impervious to any assault. I gathered some ideas, but I'd like to hear your opinion. Which of these fortifications would you pick as your last line of defense?

- **Choose conventional defenses** – *First, a narrow stone bridge over a gaping chasm. Then, a zig-zagging corridor surrounded with arrow slits. You could defend it with a handful of good men.* Gain the **"Undercastle"** part **1** status. Go to Verse 3.
- **Choose arcane defenses** – *Arcane powers are the ultimate protection. It should be possible to craft a barrier that doesn't let anything but humans to the other side.* Gain the **"Undercastle"** part **2** status. Go to Verse 3.
- **Refuse to answer** – *You do not feel knowledgeable enough to make such a big decision.* Exploration ends.

6

There's good coin to be made in supplying the construction site.

If there's no Time Token on this Location, your Party may exchange 1 Food for 1 Wealth up to five times in total.

Place a Time Token on this Location. Exploration ends.

7

"You're right," he answers. "The bedrock is a problem that might not resurface in a hundred years, or even more. In the meantime, we must do everything we can to survive a decade."

You break into a cold sweat as you realize you might be indirectly responsible for the construction of a giant castle that will one day collapse into the sea.

Each Party member with 3 or more gains 1. Gain the **"Building the Future"** part **8** status.

New Task: Conspirators in Tintagel would want to hear that one of Arthur's largest endeavors is in danger...

If you **don't have** any part of the **"Undercastle"** status, go to Verse 8.

Otherwise, Exploration ends.

8

He thanks you in terse, dry words for helping move the construction forward, and then says:

"I almost forgot. The Grand Architect asked about you. She can be found by the entrance to the underground tunnel."

- **Visit the architect now** – go to Verse 5.
- **Leave** – Exploration ends.

9

To your surprise, you notice many of them do not appreciate your good deed. While you dispelled the supernatural threat that was hanging over them, now they have to work hard, chasing the delayed schedule.

You also learn they found something new to worry about. A broken part of the coast up north, where strange, chimney-like constructions can be seen. Some of the workers strayed there in search of seabird eggs, and returned changed, clawing at their faces and crying that whatever lived in these chimneys rejected them...

New Task: Investigate the ancient brochs.

Exploration ends.

10

Icy wind tugs at your clothes. Before you, the seat of humanity on Avalon stands proudly, its walls damaged by time, but still unbroken. It looks like centuries have passed since Kamelot was built on this stretch of land, but it remains in human hands.

Then, you notice something else: a ring of faintly glowing menhirs surrounding it. Scores of them, including the ones you've already seen in your travels through the island. You realize only they keep the clouds of wyrdness away from the castle. All of the human lands had to perish for this castle to live.

You're glad Kamelot will survive, but this horrific cost makes you tremble.

Each Character who has this Dream and has less than 4 Magic gains 2 Magic. Each Character who has this Dream gains 1. Exploration ends.

Dream

If you **have** the **"Legacy"** part **6** status, go to Verse 10. Otherwise, read on:

The castle now stands tall at the edge of the outcropping, the stern face of a giant stone King Arthur looking toward the walls of Tuathan looming far in the west. People from all over the island come to see this new Kamelot, and many decide to settle in the shadow of its magnificent walls.

Each Character who has this Dream loses 1.

Nightmare

If you **have** the **"Legacy"** part **6** status, go to Verse 10. Otherwise, read on:

Icy wind tugs at your clothes. Before you, the seat of humanity on Avalon is now a ruin, half of it collapsed into the sea, and the other half overrun by wyrdspawn. Kamelot won't last. And while you try to console yourself with the thought that nothing really lasts forever, the thought that this great effort will turn to nothing is extremely depressing.

Each Character who has this Dream loses 1.

360 Shimmering Flats

The vast beach is marked with shallow grooves resembling a labyrinth. A cool breeze caresses your skin, only occasionally bringing along the stench of the Dark Morass.

- **Wander the beach** – go to Verse 2.
- **Search the foot of the cliff** (requires **Special Event N**) – go to Verse 3.
- **Wait for evening** (requires the **"Building the Future"** part **4** status, this will end your day) – go to Verse 4.
- **Leave** – Exploration ends.

1

You take a quiet, long stroll down the beach.

Roll a die and check your result:

1-2 – *Nothing happens.* Exploration ends.

3-5 – *You find some wild bird nests.* Gain 1 **Food**. Exploration ends.

6 – *Some small valuables: a memento of countless ships that failed to reach the shores of Avalon.* Gain 1 **Wealth**. Exploration ends.

2

If you **have** the **"Strange Encounters"** part **8** status, go to Verse 1. Otherwise, read on:

A famished-looking Avalonian covered in rags kneels on the beach, raising his four arms toward the sun. He doesn't seem to notice you.

- **Watch him** (pay 1) – go to Verse 6.
- **Attack him before he notices you** – go to Verse 5.
- **Leave him** – Exploration ends.

3

You inspect the foot of the cliff, upon which new Kamelot is being built. The screams of seagulls and the rustling of crabs lead you to the decomposing body of a builder, all his bones shattered by the fall. Not far from there, another cadaver lies. And then, another one. You find nothing on their bodies that would suggest anything but the fall killed them. It's progress, but you still don't know what caused them to plunge off the cliff.

If you **don't have** the **"Building the Future"** part **5** status, each Party member gains 1 **Exp**. Then, gain the **"Building the Future"** part **5** status.

Exploration ends.

4

If you **don't have "Building the Future"** part **6** status and you **don't have "Building the Future"** part **7** status, go to:

Otherwise, Exploration ends.

5

Resolve the **"Fore-dweller Wretch"** purple Encounter (Difficulty 2). Each Party member draws an extra card at the start of this Encounter.

Regardless of the result, gain the **"Strange Encounters"** part **8** status. Exploration ends.

6

Go to:

8

A phantasm, enraged by your destruction of shimmering letters, attacks you in your sleep.

Resolve the **"Fore-dweller Spirit"** purple Encounter (Difficulty 3). Regardless of the result, the Dream ends.

Dream

If you **have** the **"Building the Future"** part **6** status, go to Verse 8. Otherwise, read on:

As you sleep surrounded by the magical sigils, some of their energies seep into your body.

Each Character who has this Dream gains 1 **Magic**.

Nightmare

If you **have** the **"Building the Future"** part **6** status, go to Verse 8. Otherwise, your sleep is calm and quiet.

As you step onto this gently rolling highland, a cool breeze brings along a new smell: the strong aroma of fiery heather. The sky is almost clear of wyrdness. The silence is total. This place brings memories of the Homelands like no other you've seen so far.

If you're playing **Chapter 8** and you **don't have** the **"Adversaries"** part **2** status, go to Verse 5.

Otherwise, choose one:

- **Sit down and think about the Homelands** (only if there's no Time Token on this Location) – go to Verse 2.
- **Climb down to the Dark Morass** (Pay 3, each Party member gains 1) – go to Verse 6.
- **Build a rope lift to the Dark Morass** (pay 6 Wealth and 1, requires at least 1) – *The cliff overlooks the swamp east of Tintagel. Connecting these two places would make for a nice shortcut.* Go to Verse 12.
- **Ride the lift to the Dark Morass** (requires the **"Helpful Tricks"** part **3** status) – go to Verse 6.
- **Leave** – Exploration ends.

1

"Very well," Lancelot says. "There will be no bloodshed today. Unlike you, we believe human blood is too precious to spill."

He makes a gesture and the knights part to make way for you.

"But be certain of one thing. We will NOT forget what happened here today."

Gain the **"Adversaries"** part **2** status.

Exploration ends.

2

Place a Time Token on this Location.

If you're playing **Caolin**: *The lands of your tribe beyond the sea looked just like this. You remember hours spent lying on thick grass and watching the clouds go by.* **Caolin** loses 1.

If you're playing **Duana**: *In the all-consuming silence of the highland the voices in your head are louder than ever only now you hear some of the lesser spirits that were drowned out by the voices of more powerful entities.* **Duana** gains 1 and 1 Magic.

If you're playing **Naazer**: *Before you reached Arthur's capital of Camlann, you traveled alone through hundreds of miles of desolate hills and mountains. And you would do that again, just to revisit these serene, desolate places.* **Naazer** gains 1.

If you're playing **Thebalt**: *The cool wind eases your suffering. The whisper of the wind soothes your soul. Memories of long horse rides through the hills of your father's estate come back to you, bringing some much-needed peace.* **Thebalt** gains 1.

Exploration ends.

3

"Are you now...?"

If you **have** at least 2 parts of the **"Concerned Citizens"** status, go to Verse 7.

Otherwise, go to Verse 14.

5

As you walk through the knee-high heather, you notice a cloud gathering in the distance. First, you take it for a front of wyrdness, but soon it becomes obvious it is a group of riders, their armor gleaming in the cold, unfriendly sun. Several knights of the Round Table, each with a squire or a group of armed veterans, ride to meet you. Bors. Lamorak. Kay. Even Lancelot. What do they want from you?

The way they abruptly bring their steeds to a stop just feet from your face doesn't fill you with confidence.

"Well, well, well - if it's not the Royal Executor," Lancelot says. "It is high time we had a talk."

Without mincing words, the knight tells you the Round Table doesn't trust you. You miraculously survived what Merlin and Galahad didn't. You came back from pure wyrdness, bringing foul, new magic. You came into Arthur's graces disturbingly fast.

"Tell us then, are we wrong to suspect you a knave and an enemy's agent?" finishes Lancelot. "Why should we risk it? Who or what do you really serve?"

- **"I am a loyal servant of the king, bound to follow orders."** – go to Verse 3.
- **"I serve the good of the realm and its people, nothing else."** – go to Verse 11.
- **"You have no right to question me!"** – go to Verse 17.

6

Attach Location **371** (Dark Morass) to the bottom edge of your current Location (Heather Highland). Move all Party members to Location **371**.

Exploration ends.

7

Sir Kay steps forward, his face flustered with anger.

"Liar! I know you were visiting conspirators who plot against our king. I've seen you wearing their mark! How can you claim to support Arthur if you work against him behind his back?"

- **Tell them you were just investigating the conspiracy** – go to Verse 16.
- **Say nothing** – go to Verse 14.

8

"You wouldn't dare, nor would your men." Lancelot's eyes narrow.

You look to your soldiers. Many are confused. They never expected to find themselves on the opposite side to the legendary knights of the Round Table.

Take the value of the Commander's Rep and add +1 for each part of the **"Conquest"** status you have. Then, check the result below.

1-6 *They lower their arms, trying not to look you in the eye. Lancelot is triumphant.* Go back to Verse 14 and make another choice.

7+ *They stand by your side, pointing their weapons at the knights.* The knights are aghast. Go to Verse 1.

9

Sir Bors fails to contain his anger.

"Bah! Good of the realm? You were but Arthur's errand boy, dragging back this dangerous witch Morgaine just to get into king's good graces. Do you think we wouldn't find her if we wanted to? We had enough trouble in Tintagel as it is. But you, a cynical social climber, had to come in and ruin all!"

- **Tell them Morgaine will strengthen Arthur's rule** – go to Verse 17.
- **Say nothing** – go to Verse 14.

11

If you **have** the **"Victories"** part **1** status, go to Verse 9. Otherwise, read on:

"Is that so? Tell me, then, how contacting the enemy witch or dabbling in Avalonian magic serves the good of the realm? Our king seems to be using you for his own private matters. He's trying to hide things from us, his most loyal followers!"

Go to Verse 14.

12

Your men get to work hoisting trees from the Morass up the cliff, building cranes and lifts. Then, you leave a small squad of them to guard and operate this passage. Travelers all over Avalon will be grateful for this new convenience.

Each Character gains 2 Rep. Gain the **"Helpful Tricks"** part **3** status. Choose one:

- **Take a lift to the Dark Morass** – go to Verse 6.
- **Leave** – Exploration ends.

13

Go to:

14

Lancelot jumps down from his saddle, walks up to you and extends his hand.

"I can't risk the kingdom on your words alone. Your Executor's crest. Return it, and then disappear. Go north, to one of the new settlements, or return to your masters in Tuathan. I don't care, as long as I never see you again in Arthur's court."

His words shock you. You look for help from other knights, but you only see contempt and distrust. One thing is certain - you cannot give up your mission!

- **Ask for the Allmother's Judgement** – *A deadly duel to prove you're right.* Go to Verse 13.
- **Convince them you shouldn't turn on each other** – *This will require a deft diplomat.* Go to Verse 15.
- **Threaten them with your soldiers** (requires at least 2) *You doubt using your armed force against the paragons of the Round Table will be seen as justified.* Go to Verse 8.

15

Go to:

16

Lancelot sighs.

"Do you take us for fools? Arthur already tasked me with investigating them. I find it hard to believe he would send you as well..."

Go to Verse 17.

17

Your arguments fall on deaf ears and only agitate the knights further.

Place a red marker on this Location. Go to Verse 14.

If there's a red marker on this Location, go to Verse 1.

The sound of saws and axes carries far in this magnificent forest. Next to its largest, central glade, a group of grim people covered in hunting trophies toil, creating a construction unlike anything you've seen in the Homelands. Its legs rest on platforms high in tree crowns, its filigreed roof hanging like a cloud over the forest.

As you study this treetop cathedral, two archers approach, wearing the stag horns that only the Stagfather's favored warriors are allowed to display.

"What are you doing here, infidel?"

- **Tell them you're here to recruit some archers** – go to Verse 2.
- **Tell them you're a carpenter looking for work** – go to Verse 4.
- **Tell them you wish to become a Stagfather's Favored** (only if you **don't have** the **"Huntsmen"** part **4** status) – go to Verse 14.
- **Demand entry as an envoy of the king** (requires Secret card **55**) – go to Verse 10.
- **Demand an audience with the high priests** – go to Verse 6.
- **Tell them you've completed your quest** (requires Secret card **64** with no Dial) – go to Verse 5.
- **Leave** – Exploration ends.

1

A rain of arrows chases you away. Some of them find their mark.

Each Party member loses 3 and gains 1. If there's no red marker on this Location, place it now. Exploration ends.

2

If you **have** the **"Huntsmen"** part **4** status, go to Verse 7. Otherwise, read on:

"You want our brothers and sisters to fight for you?" they laugh. "Why would anyone follow one who is not Favored?"

- **Tell them you will pay them well** – go to Verse 10.
- **Ask how you can become "favored"** – go to Verse 14.
- **Tell them you've finished your Great Hunt** (requires Secret card **"64"** with no Dial) – go to Verse 5.
- **Leave** – Exploration ends.

3

Draw the **"Huntmistress"** gray Encounter (Difficulty 4). Regardless of the result, place a red marker on this Location. Exploration ends.

4

They look at you with doubt and discuss a while, but in the end they take you to a grim overseer who spells out the details of your work contract. They're barely better than slavery.

- **Agree and begin your work** (pay 4 per Party member) – go to Verse 8.
- **Reconsider** – go back to the start of this Location and make another choice.

5

A ceremony by the light of the moon is haunting and beautiful, with hypnotic dances, bonfires tall as trees and guttural songs about hunts that were and will be. Unfortunately, there's also another, more painful part. In the colorful chaos, every other Stagfather's Favored tries to sneak up to you, in a ceremonial rendition of a hunt, and score a ritual cut on your naked body. Despite how careful you are, at the end of the ceremony you're covered in blood and relieved it's over.

Each Party member loses 2 reduced by their and gains 1 Exp. Gain the **"Huntsmen"** part **4** status and the **"Stagfather's Favored"** Secret card (**84**).

If you **have** the **"Great Hunt"** Secret card (**64**), discard it.

If **Special Event L** is revealed, go to Verse 12. Otherwise, go back to the start of this Location and make another choice.

6

If you **don't have** the **"Huntsmen"** part **4** status, go to Verse 10.

If **Special Event L** is revealed, go to Verse 12. Otherwise, read on:

The Stagfather's favored sons and daughters are always welcome in the temple. The priests there are courteous, but brief.

They give you their blessing for your next hunt and politely send you on your way.

Each Party member with 2 or less Magic gains 1 Magic. Exploration ends.

7

As one of the Stagfather's Favored, many young followers of the horned one want to join you in your hunts. You could probably make a good regiment out of them.

If there's no Time Token on this Location, you may pay 1 Rep to gain the **"Archers"** Secret card (**76**) (if available).

Place a Time Token on this Location.

Exploration ends.

8

You toil in the scorching sun, on a rickety scaffolding high in the trees, building a temple worthy of the Stagfather, and eavesdropping on the conversations around you.

If **Special Event L** is revealed, go to Verse 9. Otherwise, read on:

The Stagfather's followers despise weakness and settle their differences with violent duels. When the day of grueling work is over, you're happy to leave unscathed, with just some half-roasted meat for your reward.

Gain the **"Huntsmen"** part **3** status. Each Party member gains 1 Food. Exploration ends.

9

The workers are extremely excited. They say their god is near and will soon arrive to inspect their work. You try to learn more, but apparently the details are only known to the Stagfather's priests, but they only speak to the Stagfather's Favored. Perhaps it would be wise to visit them, once you earn your place in the cult.

Motivated by their god's expected arrival, carpenters and joiners work so fast you strain yourself to keep up the pace. When the day of work is over, you can barely stand.

Gain the **"Huntsmen"** part **3** status. Each Party member loses 1 and gains 1 Food. Exploration ends.

10

As their eyes narrow and their hands reach for their bows, you immediately realize your mistake. The Stagfather's faithful do not enjoy being talked to this way.

- **Flee** – go to Verse 1.
- **Fight** – go to Verse 3.

12

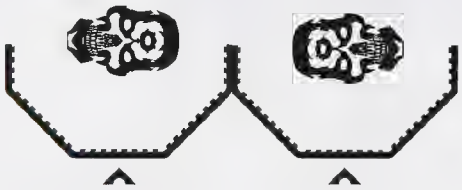
The priests seem very excited to see you. One of them, an old woman bearing scars that tell stories of countless hunts, approaches you and explains they've heard about your travels in western Avalon.

"The Stagfather himself sent you here! We have come to learn one of our greatest prophets is lost in these lands beyond Riverfall. He calls out to us to join him, but he doesn't know everything is already prepared here. With your knowledge of this land, and with your access to the king's fleet, only you can find him and convince him to join us here. Please. Until that happens, we cannot complete our plans!"

Though you try to make her confess more, she won't say anything until you bring this "prophet" back to these lands.

Shortly after you leave the temple, you find a quiet spot and open the black oak box received from Arthur.

Go to:



14

At first, they take you for a fool, but when you insist, they lead you to one of the hunting lodges surrounding this glade. Inside, an old, wrinkled bowmaiden sits, surrounded by some younger apprentices.

"To become Favored by the god of the hunt," she says once you explain the reason of your visit, "you need to present us with proper hunting trophies. Or serve the Great Horned One in some other, important way."

- **Choose to gather trophies** – *She explains the rules and paints a mark of the Stagfather on your forehead.* Gain the **"Great Hunt"** Secret card (**64**). Place a Dial with a Quest Token on this card and set it to 3 (**Chapters 4-8**) or 5 (**Chapters 9-15**). Each Character loses 1 Rep. Exploration ends.
- **Tell her you've already served the Horned One** (requires the **"Huntsmen"** part **1** status) – *Her eyes grow wide as you recount your tale.* Go to Verse 5.
- **Leave** – Exploration ends.

15

Gain the **"Dreamquest"** part **2** status. Go to:

Dream & Nightmare

If you **don't have** the **"Dreamquest"** part **2** status and **have** Secret card **10**, go to Verse 15. Otherwise, read on:

As you wake, your fragile dream fades without a trace.

The Dream ends.

366

The Stagfather's Avatar lies dead, and its carcass fills this once-serene forest with a choking smell. The god's orphaned children roam the land looking for vengeance.

Roll a die, adding your :

1-2 – *The Stagfather's servant seeks vengeance.* Draw and resolve the **"Horned Warden"** Encounter (Difficulty 3). Regardless of the result, Exploration ends.

3-4 – *The Stagfather's servant seeks vengeance.* Draw and resolve the **"Mistbearer"** Encounter (Difficulty 4). Regardless of the result, Exploration ends.

5+ – *The ground, drenched in a god's blood, teems with his power.* Each Party member gains 1 Magic, 1 and 1 . Exploration ends.

1

Gain the **"Dreamquest"** part **2** status. Go to:

Dream & Nightmare

If you **don't have** the **"Dreamquest"** part **2** status and **have** Secret card **10**, go to Verse 1. Otherwise, read on:

As you wake, your fragile dream fades without a trace.

The Dream ends.

367

This strip of highland, infamous for strong, cold winds, was the site of the first human settlement outside Tintagel. Unfortunately, this farmhold never became self-sufficient due to its barren soil.

A safe distance from the struggling town, you see a small military camp. You also spot a strange island far to the south, beyond the mists.

If you're playing **Chapter 13**, go to Verse 20. Otherwise, choose one:

- **Enter the unfinished farmhold** – go to Verse 2.
- **Go to the military camp** – go to Verse 4.
- **Find a boat to the Isle of the Dead** (pay 1 Wealth, requires the **"Case Solved"** part **3** status or **Chapter 13**) – go to Verse 16.
- **Leave** – Exploration ends.

1

The soldiers part, leaving plenty of room for the duel. The commander weighs his heavy sword in hand. Agravain grabs a shorter sword and a steel shield.

- **Speak to both parties** – *You need to better understand the issue.* Go to Verse 9.
- **Negotiate the rules of the duel** – go to Verse 3.
- **Begin the duel** – go to Verse 12.
- **Walk off** – *You want no part in this.* Go to Verse 15.

2

The people of this farmhold are downcast and tired. There was no place for them in Tintagel, so instead they were sent to settle this highland. Without high walls, they feel exposed to the enemy, while a lack of hunting grounds and barren soil make hunger their constant companion.

- **Give them food** – *They are amazed. You are the only one who's shown them pity.* Pay any amount of Food and gain that much Rep. Exploration ends.
- **Recruit some of them as armed militia** – go to Verse 5.
- **Go to the military camp** – go to Verse 4.
- **Leave** – Exploration ends.

3

Both sides demand a duel to the death. You shudder. Everyone who takes part in such an event could be severely punished!

- **Begin the duel** – go to Verse 12.
- **Convince them to accept different terms** (requires a large marker on this Location) – go to Verse 6.

4

If you **don't have** the **"Arbiter"** part **1** status, go to Verse 7. Otherwise, read on.

The camp is silent today. The lone sentry barely notices your arrival. This place seems desperately understrength.

- **Garrison your troops in this camp, bolstering its defenses** – discard any number of Units. Gain 1 Rep for each Unit discarded this way. Then, make another choice.
- **Gamble with the soldiers** (only if there's no Time Token on this Location) – go to Verse 18.
- **Leave** – Exploration ends.

5

If you **don't have** the **"Arbiter"** part **1** status, go to Verse 14. Otherwise, read on:

If there's no Time Token on this Location, you may pay 1 Wealth and 1 Rep to gain Secret card **75** (if there's one available).

Place a Time Token on this Location.

Exploration ends.

6

After a long discussion, you manage to convince them that a duel to first blood would be more appropriate and less likely to draw the king's ire.

Place a red marker on this Location. Go to Verse 12.

7

There's a commotion in the camp. Two large men curse each other in front of the amused soldiers. The first one is Agravain, a knight of the Round Table. The second one looks to be the camp's commander. As soon as they notice you, Agravain beckons you over.

He says he was about to challenge the commander to a duel, and he wants you, a person from the outside and impartial to their argument, to be the judge.

You feel a lump in your throat. Duels were outlawed by Arthur himself! Playing any part in one might be risky.

Go to Verse 1.

8

In a swift move, the commander throws the heavy pommel right in Agravain's face. Warned in the last second by your shout, Agravain blocks and counterattacks, enraged by the trick, and ignoring the rules you've set up.

Go to Verse 11.

9

The conflict began when Agravain demanded the soldiers start fortifying the hilltop. The camp's commander refused, pointing out that no earthworks can save them from the Avalonians, and that the time and resources would be better used building a flotilla of boats that could be used to evacuate everyone to the nearby island, should the enemy get close.

Agravain called the commander a coward. The commander called Agravain an idiot. It won't be easy, but you see a slight chance for reconciliation. After all, both have the people's safety in mind.

Place a large marker on this Location.

- **Negotiate the rules of the duel** – go to Verse 3.
- **Begin the duel** – go to Verse 12.
- **Walk off** – *You don't want to take part in this.* Go to Verse 15.

10

The duel begins. Agravain circles the commander carefully. The commander holds his blade in a high guard, but you notice his hand is doing some subtle movements around the sword's heavy pommel. Is he... unscrewing it?

- **Warn Agravain** – go to Verse 8.
- **Keep watching** – go to Verse 17.

11

The duel is drawn-out and bloody. Finally, Agravain comes out on top. The soldiers drag the body of their commander away, giving you disappointed looks. Agravain shakes your hand, and thanks for your help, before collapsing from exhaustion.

Gain the **"Adversaries"** part **5** status. Gain the **"Fall from Grace"** part **1** status. Gain the **"Arbiter"** part **1** status. Each Party member gains 1 Exp.

Remove all markers from this Location. Exploration ends.

12

If there's both a red and a large marker on this Location, go to Verse 10. Otherwise, go to Verse 11.

13

Agravain departs the camp in anger. The commander thanks you for helping solve this issue with no loss of life and vows to repay your kindness to the best of his abilities.

Gain the **"Adversaries"** part **4** status. Gain the **"Arbiter"** part **1** status. Each Party member gains 2 Rep and 1 Exp.

Remove all markers from this Location. Exploration ends.

14

The farmers refuse you. Everyone capable of bearing arms is now needed in their farmhold, as the military camp that was supposed to protect them was torn apart by some internal conflict.

- **Go to the military camp** – go to Verse 4.
- **Leave** – Exploration ends.

15

Both sides are mad at you, as this will only draw out their quarrel longer. Soldiers leer as you leave the camp.

Remove all markers from this Location. Each Party member loses 2 Rep and gains 1 Exp.

Gain parts **4** and **5** of the **"Adversaries"** status. Gain the **"Arbiter"** part **1** status. Exploration ends.

16

Eventually, you find a fisherman who agrees to take you to the island.

Attach the **"Isle of the Dead"** Location card (**334**) to the bottom edge of this Location (**367**). Then, move all Party members to this new Location and Explore it (this Exploration is free).

17

The commander unscrews his sword's pommel and throws it straight into Agravain's exposed face. The knight steps back, roaring from pain and anger, blood streaming down his face. The commander raises his hands in triumph to show he considers this duel to first blood concluded.

- **Accept his victory** – go to Verse 13.
- **Decide the duel was not fair and refuse his victory** – go to Verse 15.

18

Pay one Wealth or one Food or one Magic. Roll a die:

1-3 – *You've lost!* Exploration ends.

4-6 – *You've won! Too bad the soldiers in this camp won't speak to you again for quite some time...* Gain back the Resources you paid and then gain 1 Wealth. Place a Time Token on this Location. Exploration ends.

19

Gain the **"Dreamquest"** part **5** status. Go to:

20

If you **have** the **"Loyalists"** or **"Rebels"** part **3** status, go to Verse 22. Otherwise, read on:

The settlers here were ready to riot long before the civil war broke out. Years spent tending this infertile, wind-swept piece of land brought them to the edge. Now, they roam the area, totally out of control, attacking anyone who looks like they have anything to do with the king...

If you **have** more than two parts of the **"Loyalists"** status, go to Verse 23. Otherwise, go to Verse 21.

21

You try to talk to the settlers, but they only seem interested in their own affairs. None are willing to go to Tintagel, for any reason. However, you start to understand how to use their selfishness to your benefit.

- **Bribe them to help the rebels of Tintagel** (pay 3 Wealth per Character) – gain the **"Rebels"** part **3** status and each Party member gains 1 Exp. Exploration ends.
- **On behalf of their king, give them compensation for their years of hardship** (pay 5 Wealth per Character) – gain the **"Loyalists"** part **3** status and each Party member gains 1 Exp. Exploration ends.
- **Leave** – Exploration ends.

22

There's unrest in these lands. You will have to come back later if you have any business here.

Exploration ends.

23

Place Secret card **61** in this Location. If you win the Battle, gain the **"Loyalists"** part **3** status and each Party member gains 1 Exp. Exploration ends.

Dream & Nightmare

If you **don't have** the **"Dreamquest"** part **5** status and have Secret card **10**, go to Verse 19. Otherwise, read on:

As you wake, your fragile dream fades without a trace.

The Dream ends.

370 Creaking Cove

The sea cannot be glimpsed in this sheltered cove. Anchored ships fill it edge to edge, making it possible to walk from one end to the other with dry feet. The outermost line of the ships serves as an improvised wooden wharf, allowing fishing boats and smaller transport craft to dock to this immobile armada.

Gain the **"Ports of Avalon"** part **3** status if you **don't have** it yet.

If **Special Event R** is revealed, go to Verse 5.

Otherwise, choose one:

- **Buy a boat** – go to Verse 1.
- **Set sail** (requires all Characters and Secret card **82** or **93**) – go to Verse 3.
- **Leave** – Exploration ends.

1

The wyrdness and unmapped rocks quickly cut down the number of seaworthy ships that remain in private hands. The only person who has one to sell is a charming smuggler, looking for a way out of the business after he lost cargo belonging to one of Tintagel's shady figures. Though the price he gives you makes you choke.

- **Buy his ship** (pay 40 Wealth) – go to Verse 4.
- **Ask him where to get a ship** – go to Verse 2.
- **Leave** – Exploration ends.

2

"If you can't afford a seaworthy ship, you may try to fix up one of the wrecks found along the coast."

New Task: Locate a vessel you could repair.

Go back to the start of this Location and make another choice.

3

Go to:

4

An ungodly amount of wealth changes hands, and the smuggler presents you with a small, fast skiff sitting at the end of the wharf.

"Take a good care of her," he says, wiping a tear. "She is the fastest ship in Avalon."

Gain Secret card **82**. Each Character gains 1 Exp. Exploration ends.

5

If you **have** the **"Huntsmen"** part **6** status, go to Verse 6. Otherwise, read on:

A captain of a small sloop approaches you. She was ordered by Nimue to wait for you and take you beyond Riverfall to find the Stagfather's prophet.

- **Leave for now** – Exploration ends.
- **Set sail by yourself** (requires all Characters and Secret card **82** or **93**) – go to Verse 3.
- **Order your troops to rejoin you later** (pay 2 Rep) – place all your Units under the **"Detachment"** Secret card (**49**). Place a Time Dial on this card and set it to 2. Make another choice.
- **Sail with her** (requires all Characters and no) – *Her ship is too small to carry any troops.* Go to:

6

Go to:

371 Dark Morass

This fetid swamp just east of Tintagel is a home to those who found no place in the capital. There are no roads here, and the poisonous vapors are almost as dangerous as the escapees from the asylum in the heart of the swamp, where those who suffer from the Red Death were sent to die.

- **Visit the asylum** – go to Verse 4.
- **Wander the swamps** – go to Verse 3.
- **Take the lift up to the Heather Highland** (requires the **"Helpful Tricks"** part **3** status) – go to Verse 7.
- **Leave** – Exploration ends.

1

Grindylows lead you deep into the bog, to their hideout. It's small and pitiful, just like the treasure inside. You tell them that they must keep their distance, since their powerful presence may disrupt the intricate magical craft. When they move away, you take the treasure. Now, you just have to escape unnoticed.

Gain 2 Wealth and 1 non-Companion Item.

Roll a die and add your . Your result was:

1-4 – *Angry Grindylows hunt you down!* Go to Verse 6.

5+ – *You escape with your loot.* Exploration ends.

3

If you **have** the **"Strange Encounters"** part **10** status, go to Verse 8. Otherwise, read on:

As you walk through a marsh, three toad-like creatures the size of big dogs jump out of the rushes. You reach for your weapon, when, to your surprise, one of them speaks. "All your money! It is belong to us! Gib us gold or we kill." You didn't know Grindylows could talk! These creatures are said to gather hoards of wealth. Maybe you can trick them to show you their treasury?

Gain the **"Strange Encounters"** part **10** status. Then, choose one:

- **Give them some money** – each Party member loses 1 Wealth, Exploration ends.
- **Attack them** – go to Verse 6.
- **Trick them** (requires at least 3 or 3) – *You promise them you will multiply their treasures with magic.* Go to Verse 1.

4

Each Party member with Secret card **66** rolls a die. If any of the Party members rolls 6, go to Verse 15.

If you're playing **Thebalt**, go to Verse 10. Otherwise, read on:

The asylum keepers seem surprised as you approach the gate. People rarely come here of their own will.

The heavily armed guardians at the gate, each carrying a red shield warning of plague, look at you with hope.

- **Approach the Red Shields** – go to Verse 9.
- **Ask the priests about a cure for the Red Death** – go to Verse 12.
- **Leave** – Exploration ends.

6

Grindylows are not known to be the fiercest creatures, but here, in their own element, they are much more formidable.

Resolve the **"Grindylow"** green Encounter (Difficulty 2). This Encounter gains the Trample Trait. Draw only one card at the start of Combat.

Regardless of the result, Exploration ends.

7

Attach Location **361** (Heather Highland) to the top edge of your current Location (Dark Morass). Move all Party members to Location **361**.

Exploration ends.

8

If you **don't have** Secret card **66** nothing happens. Exploration ends.

If you **have** Secret card **66**, read on:

A group of patrolling priests approaches you. They quickly find signs of recent infection on your body. You and anyone you had contact with are to be quarantined. Before you are able to protest, the priests shove you into a solitary cell deep in the asylum. Later that night, you manage to escape, but getting the thick iron shackles off your wrists won't be easy...

Each Party member Passes for the rest of the day and gains the **"Incapacitated!"** Secret card (**80**). Exploration ends.

9

The Red Shields are formidable warriors, even though their bodies have been ravaged by plague. Most of them are former soldiers and knights who petitioned Arthur to be able to serve once more, as long as they don't endanger the living.

Upon learning you were with Merlin's expedition, they ask you about the Red Shield battalion that was a spearhead of the army. You tell them the truth – most of their friends have died on the field of battle. Contrary to what you expected, they do not seem sad. If anything, they wish they also had a chance to die with a sword in hand.

- **Recruit them** (requires Secret card **55** and more than 10 Rep) – *As a Royal Executor, you could call them to active duty. Your other troops might not be happy about that, though.* Gain the **"Red Shields"** Secret card **83**, if it is available. Exploration ends.
- **Call them to defend Tintagel** (only available in **Chapter 10: Part 2**, requires Secret card **55**) – gain the **"Red Shields"** Secret card **83**, if it is available. Exploration ends.
- **Leave** – Exploration ends.

10

The asylum keepers seem surprised as you approach the gate. People bearing signs of sickness almost never come here of their own will. You pull down your hood, revealing your iron mask, and see disappointment in their eyes. It means you are a Red Shield, and the king himself granted you permission to leave the asylum.

Other Red Shields who guard the gate look at you expectantly, as if hoping you'll take them with you.

- **Speak to the Red Shields** – go to Verse 11.
- **Look for your family** (requires the **"Reconciliation"** status part **1** or **2**) – go to Verse 13.
- **Leave** – Exploration ends.

11

The warriors at the gate immediately recognize and salute you. After all, you were one of several noble-born survivors of the plague who took the idea of forming this unit directly to Arthur. You can't hide the truth from your brothers. You tell them that most of the force that went with Merlin's expedition died. Contrary to what you expected, they do not seem sad. If anything, they wish they also had a chance to die with a sword in hand.

- **Recruit them** – *Regardless of everything that happened, you are still an officer of the Red Shields.* Gain the **"Red Shields"** Secret card **83**, if it is available. Exploration ends.
- **Reconsider** – go back to Verse 10.

12

When you ask about the cure, the priests become immediately suspicious. They quickly surround you and try to examine your body.

- **Call your army for help** (requires at least 1) – *There are too many priests and Red Shields for you to fight on your own, but your troops could break you out.* Go to Verse 14.
- **Let them** – go to Verse 8.

13

If you **have** the **"Reconciliation"** status part **3**, **4**, or **8**, there's nothing more to do – go back to Verse 10 and make another choice. Otherwise, go to:

14

Your soldiers surround the priests. Things turn ugly. Blood is spilled. The head priest promises King Arthur will hear of this, and you're left wondering whether you misused your powers as a Royal Executor – or merely ensured the safety of your mission.

Gain the **"Fall from Grace"** part **7** status. Exploration ends.

15

"There! I've found a plaguebearer!" a young red priest shouts, grabbing you by the arm. Soon, several more appear out of nowhere, carrying cudgels and short swords. No title or amount of wealth may save those who contracted Red Death from a lifetime in an asylum. You have to break out and hide until they give up the chase!

Each Party member loses 4 reduced by their or and 4 reduced by their . Exploration ends.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2 and 1 Wealth (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

372 Titan's Steps

These terraces and steps, more fit for giants than humans, rise proudly atop one another a stairway of giants leading onto the hidden highland above.

Wooden posts with warnings stand near the path, as if bleached human bones strewn around the road beyond them were not warning enough.

If you're playing **Chapters 8-15** and you **don't have** the **"Conquest"** part **3** status, go to Verse 20.

If you **have** the **"Conquest"** part **3** status, go to Verse 21. Otherwise, choose one:

- **Examine the warnings** – go to Verse 15.
- **Attempt to climb the steps** – go to Verse 2.
- **Hunt at the bottom of the steps** (pay 1) – go to Verse 16.
- **Scout the steps** (requires **Special Event J**) – go to Verse 4.
- **Storm the steps** (requires **Special Event J**) – *It's time to free the prisoners!* go to Verse 3.
- **Leave** – Exploration ends.

1

The steps are guarded by a couple of dozen of the enemy stakeslingers. The cave entrances are visible even from here, most of them on the second and third steps. If you reach them, you should be safe from enemy fire. But getting there is another matter entirely. Going alone is almost suicide and fighting your way through will require careful preparations and a good plan. Weather that could foil the enemy archers can also help.

As you observe the steps, you notice some four-armed enemy thralls carrying huge baskets of fruit and meat into the caves.

Exploration ends.

2

The relentless rain of bolts chases you from under the steps.

Each Party member loses 3 reduced by 1 if they have an **"Armor"** Item and by another 1 if they have a **"Shield"** Item.

Each Commander loses 1 Rep.

Exploration ends.

3

There are three possible approaches you can see. The first is to throw everything you have against the steps in a single, coordinated assault, hoping the enemy will break. The second would be to suppress the enemy stakeslingers with barrages from your archers, and then move in with the infantry. The third is to use small groups of skirmishers to bait the enemy stakeslingers out and then focus-fire on them with your archers.

- **All-out assault** – go to Verse 5.
- **Flood the steps with a barrage of arrows, then assault** (requires a Unit with a **"Ranged"** keyword) – go to Verse 8.
- **Bait the enemy and fire upon them** (requires a Unit with a **"Ranged"** keyword) – go to Verse 11.
- **Rethink this** – Exploration ends.

4

If you're playing **Chapter 5**, go to Verse 18. Otherwise, read on:

You make a camp far beyond the range of enemy crossbows and examine the terrain. It quickly becomes clear that capturing the steps will not be possible without careful preparations. Beneficial weather that would obscure your movements can also be of help.

- **Construct ladders** (pay 2 per Character) – *They would help to scale the cliffs, but will require a lot of work.* Gain the **"Tactician"** part **2** status. Then, make another choice.
- **Send for reinforced tower shields** (pay 3 Wealth per Character) – *The shield makers of Tintagel should be able to provide something that can stop the enemy bolts for a price.* Gain the **"Tactician"** part **1** status. Then, make another choice.
- **Weave spells to protect your soldiers from arrows** (pay 2 Magic per Character) – *There are some incantations that could reflect the enemy arrows.* Gain the **"Tactician"** part **3** status. Then, make another choice.
- **Order an attack** (requires all Characters) – go to Verse 3.
- **Sneak in alone** (requires all Characters) – go to Verse 9.
- **Leave** – Exploration ends.

5

The battle begins...

If you **don't have** the **"Tactician"** part **1** or part **3** status, discard one of your Units and lose 1 Rep. Many soldiers die before reaching the first cliff.

If you **don't have** the **"Tactician"** part **2** status, discard one of your Units and lose 1 Rep. The climb is slow and grueling. Enemy fire takes its toll.

Sum up the of all your remaining Units. Apply the following modifiers:

- +1 if the Commander has at least 3 .
- +1 if the Commander has at least 3 .
- +2 if the **"Dense Mists"** or **"Howling Gale"** or **"Violent Thunderstorm"** Random Event is revealed.
- -2 if the **"Good Weather"** or **"Beautiful Weather"** Random Event is revealed.

If the total result is 4 or less, go to Verse 13. If it's 5 or more, go to Verse 7.

6

The attack is successful. First you take the lowest step. Then, the higher one. As your soldiers surround and kill off the enemy archers, you rush for the caves. You can't risk the enemy killing the hostages.

Each Character gains 2 Rep and 1 Exp. Go to Verse 7.

7

Your plan was successful!

Gain the **"Conquest"** part **3** status if you **don't have** it yet. Read on:

You reach the cave entrances and rush through the tunnels, lit by strange blue lanterns. You eventually arrive at a large grotto, where several huge, hairy creatures are huddled together on animal pelts. The children of the giants rise and watch you with amazement — even the toddlers are almost twice your size. One of them reaches for you, surprised, as if you were the most amazing toy it has ever seen.

You do your best to show them they should follow you.

If there's a Quest Token on this Location, remove it and go to Verse 12. Otherwise, read on:

After a while, some of the older ones begin to understand your gestures and help you move the others. Together, you flee the caves, the stairs themselves shaking from the giants' footsteps.

Go to Verse 14.

8

The battle begins...

If you **don't have** the **"Tactician"** part **1** or part **3** status, discard one of your Units and lose 1 Rep. Many soldiers die before reaching the first cliff.

If you **don't have** the **"Tactician"** part **2** status, discard one of your Units and lose 1 Rep. The climb is slow and grueling. Enemy fire takes its toll.

Sum up the of all your remaining Units. Apply the following modifiers:

- +1 if the Commander has at least 3 .
- +1 if the Commander has at least 3 .
- +2 if the **"Dense Mists"** or **"Howling Gale"** or **"Violent Thunderstorm"** Random Event is revealed.
- -2 if the **"Good Weather"** or **"Beautiful Weather"** Random Event is revealed.

If the total result is 2 or less, go to Verse 13. If it's 3 or more, go to Verse 7.

9

You try to sneak up to the steps and climb them unseen.

Place a Quest Token on this Location. Then, roll a die, adding your and .

If the result is 7 or higher, go to Verse 7. If the result is 6 or lower, go to Verse 10.

10

One of the enemy guards noticed you!

Draw and resolve a **"Stakeslinger"** purple Encounter (Difficulty 3). If you win, go to Verse 14. Otherwise, go to Verse 2.

11

The battle begins...

If you **don't have** the **"Tactician"** part **1** or part **3** status, discard one of your Units and lose 1 Rep. Many soldiers die before reaching the first cliff.

Sum up the of all your remaining Units. Apply the following modifiers:

- +1 if the Commander has at least 3 .
- +1 if the Commander has at least 3 .
- +2 if the **"Dense Mists"** or **"Howling Gale"** or **"Violent Thunderstorm"** Random Event is revealed.
- -2 if the **"Good Weather"** or **"Beautiful Weather"** Random Event is revealed.

If the total result is 3 or less, go to Verse 13. If it's 4 or more, go to Verse 7.

12

Getting through to giant-sized toddlers who don't speak your language and giggle at your gestures isn't easy. The longer it takes, the higher the risk some of the guards will discover you.

Roll a die, adding your and .

If the result is 7 or higher, go to Verse 14. If the result is 6 or lower, go to Verse 10.

13

The assault is broken. Soldiers flee in panic. You try to rally them, but the enemy archers focus their fire on you.

Discard 1 of your Units and lose 2 Rep. Then, go to Verse 2.

14

Go to:

15

These were left by Arthur's scouts who tried to climb the steps.

"Deadly peril ahead! Enemy archers on the steps, day and night. Turn back now!"

From what you've heard in Tintagel, the army all but abandoned the idea of storming the Titan's Steps, focusing on easier routes inland instead. You rest a short while, pondering your next move.

Each Party member gains 1. Exploration ends.

16

Gain 2 Food. Then, draw two green Encounters and resolve the one with the lower Value.

Exploration ends.

17

An imposing, towering figure walks into the room!

Draw and resolve a **"Reclaimer"** purple Encounter (Difficulty 4). If you win, go to Verse 14. Otherwise, go to Verse 2.

18

You sit on the stone by the road, watching the towering stairs with a mix of desperation and defeatism. Maybe you could have taken them with a large enough army, but alone, you feel almost helpless. Calling for help in Tintagel seems futile they have their hands full with the upcoming giant armies. Besides, no soldiers would follow you into the field yet, you're no one to them, holding neither titles nor posts. What then?

As you prepare to stand up, your eyes fall on a wyrm carcass, lying at the foot of the lowest step, riddled with arrows. It seems that the enemy stakeslingers guarding the passage make a sport of shooting stray wyrms. Perhaps if you could lure one here, it would focus their attention long enough for you to climb the step and go into the caverns...

- **Lure a wyrm** (requires all Characters, pay 8 Food) – go to Verse 19.
- **Sneak in alone** (requires all Characters) – go to Verse 9.
- **Leave** – Exploration ends.

19

The nearby old forest is home to many of these strange, enormous creatures. The trail of fresh meat is enough to bring one to the steps. Soon, three-feet long wyrdsteel bolts begin to fly in the air, and you run towards the cliff a safe distance from the hunt.

Once you emerge atop the first step, your heart beats faster. No one has spotted you! The way to the caves is clear.

Go to Verse 7.

20

As you approach the steps, you notice signs of recent battle. Wounded lay by the road, waiting for carts to carry them back to Tintagel, and a small military camp sits at the topmost step, up until now occupied by enemy stakeslingers.

Asking around, you learn that Percival and Bedivere climbed the cliffs leading from the Dark Morass to the highland and attacked the steps from above, routing the enemy and opening a new path inland.

As you move past them to climb the ladders left in place by their troops, Bedivere gives you a hard look.

"Ah! Here comes the Royal Executor. A little late, aren't we? No need to thank me, I suppose. Go about your business. I'm sure it's much more important than the war."

Hint: You can now activate the Menhir in this Location, opening a new route north.

Gain the **"Conquest"** part **3** status. Go back to the start of this Location and make another choice.

21

A fresh corpse, pierced with a black bolt, startles you on your approach to the steps. It seems despite their recent setbacks, the Avalonians didn't give up on this strategically important piece of land. After a cursory investigation, you discover a group of stakeslingers returned to some of the lesser-traveled steps, perhaps hoping to use it as a foothold to retake the entire area.

- **Scout the steps** (requires **"Special Event J"**) – go to Verse 4.
- **Storm the steps** (requires **"Special Event J"**) – go to Verse 3.
- **Hunt at the bottom of the steps** (pay 1) – go to Verse 16.
- **Leave** – Exploration ends.

Activate a Menhir

Requires **all Characters**, the **Menhir Rites** Secret card (**11**) and the **"Conquest"** part **3** status.

Hint: The Menhir will become available once humans take full control of the steps.

Pay 2, 1 and 1 Magic (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

375 Crystalline Grove

The crystalline trunks of the trees, shimmering in the sun, can be seen from as far as Tintagel's walls.

- **Examine the crystals** – go to Verse 1.
- **Harvest the crystals** (requires the **"Helpful Tricks"** part **6** status) – go to Verse 4.
- **Enter the grove** (only if you have no) – *No soldier will follow you there...* Go to Verse 3.
- **Leave** – Exploration ends.

1

It takes a few moments – and one nail scratch – to discover that the truth about this mysterious forest is slightly less supernatural than you imagined. Under a layer of sparkling crystals, you find old, dead wood. Pale crystal grew over a regular patch of forest like some blindingly-white lichen. You wonder whether it can spread further.

Gain the **"Helpful Tricks"** part **6** status. Go back to the start of this Location and make another choice.

2

Gain the **"Dreamquest"** part **1** status. Go to:

3

Covering your eyes from the blinding reflections of crystals, you walk into the grove.

If you're playing **Naazer**, or if you have at least 3 , but only if you **don't have** the **"Helpful tricks"** part **2** status, go to Verse 7.

If you **don't have** the **"Helpful Tricks"** part **2** status, go to Verse 5.

Otherwise, read on:

With your eyes shielded from the blaze, you get deeper and deeper into the crystal forest until you find a set of red footprints crossing your path. You kneel and inspect them – they were left by blood-covered bare feet. They seem to be going in the direction of the edge of this forest, not towards its heart.

- **Follow the footprints** – go to Verse 8.
- **Continue towards the center of the grove** – go to Verse 6.

4

You pluck the lichen with your own hands and stuff it into a small deerskin pouch. Some time later, you open the pouch only to find that some of the lichen is gone. For whatever reason, it seems to slowly disappear once removed from its main body.

Gain Secret card **32**. Place a Time Token and a Dial on this card and set them to 3. At each Start of the Day, reduce the Dial by 1. Once the Dial runs out, discard this Secret card (you may then earn it again).

Exploration ends.

5

As you keep wandering the grove, the blinding reflections begin to drill into your eyes, causing a splitting headache. Your vision blurs, and soon you scramble to get out of this place as soon as possible. It seems this crystalline forest causes a very acute case of snow blindness.

Each Party member loses 1 .

Each Party member gains the **"Incapacitated!"** Secret card (**80**).

Exploration ends.

6

In the center of the forest, a hole as black as a selkie's heart contrasts sharply with the white trees that surround it. Bloodied footprints lead from it deeper into the forest.

Gain the **"Astounding Discoveries"** part **7** status if you **don't have** it yet. Choose one:

- **Look into the hole** – go to Verse 10.
- **Follow the footprints** – go to Verse 8.
- **Leave** – Exploration ends.

7

You once visited a place not unlike this one: the great salt flats of Bakkarn back in the Homelands. While beautiful, their gleam easily blinded those unprepared to traverse them. You're sure it will be even worse here. The nomads of Bakkarn used a specific form of eye protection – pieces of bone placed over their eyes with only a small slit left for vision.

You quickly fashion a similar visor out of some tree bark and a piece of cord. It will help you get further into this forest.

Gain the **"Helpful Tricks"** part **2** status. Go back to Verse 3.

8

A rag-covered man walks through the forest, sharp crystals cutting his naked feet that leave a trail of blood. As he turns to you, his scarred face and lidless, bloodshot eyes cause you to step back. With a strange accent, he asks you what year it is and he doesn't seem to like your answer.

"No! It's not the right moment. The crystal... you see, it grows back in time. The hole is bigger the earlier you go. It keeps pulling me to something that looms at the beginning of time. But I have to go forward! I have to..."

The man waves you off and continues forward alone, ignoring your questions.

If you **don't have** the **"Inquiries"** part **8** status, each Party member gains equal to their and Magic equal to their . Then, each Character gains 1 Exp.

Gain the **"Inquiries"** part **8** status. Exploration ends.

10

If you **have** the **"Supernatural Events"** part **4** status, you're too afraid to approach the hole – Exploration ends.

Otherwise, place a die on this Location and set it to any number, marking how deep do you lean into the hole, on a scale from 1 to 6:

1 – Look into the hole from a couple of steps away.

2 – Look into the hole standing immediately next to it.

3 – Put your hand into the hole.

4 – Put your face into the hole.

5 – Make one step into the hole.

6 – Make a running jump into the hole.

Now, go to:

Dream

If you **don't have** the **"Dreamquest"** part **1** status and have Secret card **10**, go to Verse 2. Otherwise, read on:

As you wake, your fragile dream fades without a trace.

The Dream ends.

Nightmare

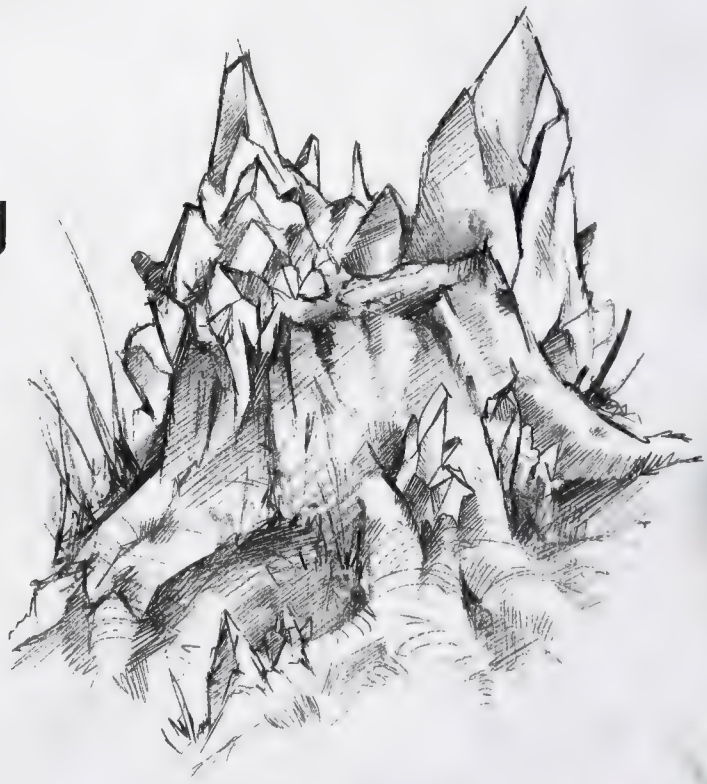
Resolve the Dream instead.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2, and 2 Magic (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.



380 Tintagel

If you're playing **Chapter 13**, go to Verse 40. Otherwise, read on:

Ah, Tintagel! The only place in the whole of Avalon that humans can confidently call their own. Smoke and steam rise from within the roundfort, as if it was a giant, squat chimney. There's no gate; instead, a pair of large cranes haul people in and out for a couple of coppers. Outside the wall, buildings are light and temporary. Everyone knows another siege may come at any moment, wiping out everything beyond the walls of the fort. The remnants of old battlefields, full of broken weapons, horse bones, and scattered pieces of armor are a constant reminder.

- **Visit the outer ring** – go to Verse 4.
- **Enter the ringfort** – go to Verse 2.
- **Leave** – Exploration ends.

1

Nearly every craft and industry are represented in Tintagel. You pass a hooper's workshop, turn a corner by a sailmaker's tent, stand for a moment in front of an open forge, then walk between stalls offering various tools to trappers and explorers. Finally, you reach a bazaar where once-rich families from the Homelands sell their mementos and belongings to buy some food.

There's so much you could buy here, but what of it can prove useful?

- **Buy a large oaken barrel** (pay 6 Wealth) – gain the **"Odds and Ends"** part **1** status. Then, make another choice.
- **Buy some explorer's tools** (pay 3 Wealth) – gain the **"Adventurer's Kit"** Item. Then, make another choice.
- **Buy a square topsail** (pay 6 Wealth) – gain the **"Odds and Ends"** part **2** status. Then, make another choice.
- **Buy a twenty-foot chain** (pay 6 Wealth) – gain the **"Odds and Ends"** part **3** status. Then, make another choice.
- **Buy an idol of the Homelands** (pay 2 Wealth, only if you **don't have** the **"Idols of the Old World"** part **2** status) – go to Verse 30.
- **Buy a barely used drawbar** (pay 5 Wealth) – gain the **"Odds and Ends"** part **4** status. Then, make another choice.
- **Buy an impractically large beer mug** (pay 4 Wealth) – gain the **"Odds and Ends"** part **5** status. Then, make another choice.
- **Go somewhere else** – go to Verse 4.
- **Leave** – Exploration ends.

2

If there's no Time Token on this Location, Each Party member with Secret card **66** rolls a die. If any of the Party members rolls 6, go to Verse 13.

Place a Time Token on this Location.

If you **don't have** the **"Concerned Citizens"** part **1** status, go to Verse 12. Otherwise, read on:

The inside of the fort is cramped and overpopulated. Arthur's quarter stands with its back to the wall directly opposite the gate, but there are many other interesting places in inner Tintagel.

- **Wander around the ringfort** – go to Verse 14.
- **Visit the Royal Geographical Society** – go to Verse 15.
- **Go to the outside ring** – go to Verse 4.
- **Request an audience with King Arthur** (requires all Characters) – go to Verse 3.
- **Visit Nimue, Merlin's apprentice** (only available in **Chapters 5-15**) – go to Verse 27.
- **Look for your family** (requires **Thebalt**) – go to Verse 19.
- **Recruit the knights of Tintagel** (pay 1 and 3 Wealth, only available in **Chapters 11-15**) – *They will only follow a battle-hardened commander.* Gain Secret card **100** (if available). Exploration ends.
- **Leave** –Exploration ends.

3

- If you're playing **Chapter 4**, go to Verse 20.
- If you're playing **Chapter 6**, go to Verse 25.
- If you're playing **Chapter 8**: **Part 3** or **Part 4**, go to Verse 29.
- If **Special Event G** is on the Active Quest pile, go to Verse 26.
- Otherwise, the king is not available now – go back to Verse 2.

4

The exterior of the fort is full of clamor, colorful stalls, and shouting merchants. Most farmholds in Avalon sell their produce and buy tools and supplies here.

- **Visit the main market** – go to Verse 5.
- **Browse other stores** – go to Verse 1.
- **Hire a companion** – go to Verse 33.
- **Ask around about the progress of the war** – go to Verse 24.
- **Go to the ringfort** – go to Verse 2.
- **Leave** –Exploration ends.

5

There are plenty of stores and stalls to choose from, but with little to no supplies coming from farmholds surrounding Tintagel, the prices are steep.

- **Use your connection to Merlin and Arthur to secure better prices** (pay 5 Rep reduced by 1 for each point of your) – go to Verse 21.
- **Buy food** – pay 2 Wealth to gain 1 Food. Then, make another choice.
- **Buy basic equipment** – draw 2 Craftable Items. You can buy any number of them for 2 Wealth each. Shuffle the rest back into the deck. Then, Exploration ends.
- **Buy rare equipment** – draw 2 non-Craftable Items. You can buy any number of them for 4 Wealth each. Shuffle the rest back into the deck. Then, Exploration ends.
- **Sell equipment** – discard any number of non-Craftable Items and gain 1 Wealth for each of them. Then, make another choice.
- **Leave the market** – Exploration ends.

6

A man wearing a robe with wide sleeves approaches you with a fake smile on his face. "A pleasure to meet you. Reading about your exploits was... most riveting," he says with a bland voice, clearly not intending to compliment you. "We can use an experienced traveler like you. You see, one of our most esteemed colleagues went missing half a year ago. She went to map the northern lands and never came back. We could pay well if you find her. Are you interested?"

Six months seems long enough for anyone to die in the wilds, but you decide to hear more. The man explains the missing person is no other than Ériu, the famous explorer, celebrated in the Homelands for her daring and tenacity. She was the start of the society: she filled many blanks on Avalon's map, and taught many others how to survive on this island. She had but one flaw she couldn't rest in one place, and she never spent much time in Tintagel.

Gain the **"Inquiries"** part **3** status. Then, choose one:

- **Accept this task** – go to Verse 17.
- **Refuse** – *It sounds hopeless, and you have better things to do.* Exploration ends.

7

Nimue is always eager to help another woman who dabbles in magic, even if she is a witch. She inspects you with some strange tool and tries some revealing spells. From the look on her face, you can easily tell she has no good news for you.

"I'm sorry. It's not any form of known curse or possession. The creature you're talking about... did you contact it here, in Avalon?"

You nod your head, and her face darkens.

"Then I'm afraid there is little I can do for you. It may take decades for us to take stock of all the strange creatures and powers on this island. If there's any chance... Merlin once told me about an entity that lived somewhere north of here, on the coast as old as the Avalonians but not as unfriendly. Maybe it knows..."

New Task: Find the ancient entity on the north-eastern coast of the island.

Exploration ends.

8

With an ornate metal astrolabe, map making tools, a new compass, and a leather-bound black notebook with plenty of drawing chalk you feel better equipped to handle anything ahead of you!

If you **don't have** the **"Traveler's Knowledge"** part **7** status, **Naazer** gains 1 Exp and loses 1 . Gain the **"Traveler's Knowledge"** part **7** status. Exploration ends.

9

You surprise the man with your knowledge of different navigation tools and drawing supplies. The guild has suspiciously large amounts of those. Looks like their stock has barely dwindled since their arrival in Avalon.

- **Buy the supplies** (pay 5 Wealth) – go to Verse 8.
- **Reconsider** – go back to Verse 15.

10

You spend the rest of the day and most of the night speaking with the man in a quiet tavern. His knowledge really is awe inspiring. In his forty years of soldiering, he served under some of the greatest generals and commanders of the age, learning many of their tricks.

"Whichever tactic you choose, don't forget the most important thing," the man says at the end. "You must always make your troops believe their sacrifice is for something greater and worthy. A soldier who goes to battle willingly is worth five of those who'd rather be elsewhere."

Each Character gains 1 Exp. Gain the **"Forgotten Battlefields"** Secret card (**56**). Gain the **"Grizzled Veteran"** status. Exploration ends.

11

He frowns and says there will be no second chance.

- **Ignore him** – *He leaves promptly, without saying another word.* Gain the **"Concerned Citizens"** part **1** status. Go to Verse 2.
- **Go with him** – go to:

12

As soon as you enter the fort, a hooded figure approaches you. With a thick, southern accent, the man asks you to follow him – and something in his tone suggests he won't take 'no' for an answer.

- **Decline** – go to Verse 11.
- **Go with him** – go to:

13

"There! I've found a plaguebearer!" a young red priest shouts, grabbing you by the arm. Soon, several more appear out of nowhere, carrying cudgels and short swords. No title or amount of wealth may save those who contracted the Red Death from lifetime in an asylum. You have to break out and hide until they give up the chase!

Each Party member loses 4 reduced by their or and 4 reduced by their . Exploration ends.

14

You spend some time wandering between the tents.

- **Looking for anything interesting** – go to Verse 16.
- **Look for the conspirators** (requires Secret card **36**) – go to Verse 22.
- **Reconsider** – go back to Verse 2 and make another choice.

15

If you **have** six or more parts of the **"Astounding Reports"** status, and you **don't have** the **"Inquiries"** part **3** status, go to Verse 6.

If you **have "Strange Encounters"** part **9** status, go to Verse 31.

Otherwise, read on:

The Royal Geographers were one of the most influential, rich, and prestigious guilds of the Homelands. One would think the wild frontiers of Avalon would make their hands full, but they don't seem to wander outside the safety of the fort too often.

A plucky, middle-aged man welcomes you to their tent, his face lighting up as soon as he hears you came from outside Tintagel.

"Please, tell me about everything you've seen out there. I'm in charge of our society's bulletin, and we haven't had anything worth writing about in a long while..."

- **Give the account of your travels** (pay 1) – go to Verse 18.
- **Ask about cartography supplies** (requires **Naazer**) – go to Verse 9.
- **Leave** – Exploration ends.

16

If you **have** the **"Grizzled Veteran"** status or if you're playing **Chapters 4-6**, you find nothing; Exploration ends. Otherwise, read on:

You meet a one-legged, grizzled veteran, sharing tales of his battles in the Homelands to an eager crowd of young people. After he finishes, you chat for a moment. He's willing to take his time to teach you everything he knows about winning battles – if you prove you can make a difference.

- **Offer proof** (requires at least three parts of the **"Conquest"** status) – *Your battles and expeditions left a lasting mark on the island.* Go to Verse 10.
- **Return later** – go back to Verse 2 and make another choice.

17

The man thanks you for accepting his request.

New Task: Find Ériu in the north-western wilds of Avalon.

If you **have** at least 3 , you manage to convince the guild to pay a part of your reward in advance – gain 5 Wealth.

Exploration ends.

18

Compare your parts of the **"Astounding Discoveries"** status with your parts of the **"Astounding Reports"** status.

For every numbered part of the **"Astounding Discoveries"** status, gain the **"Astounding Reports"** status part with the same number, if you **don't have** it yet.

For every status part you've just gained, gain 3 Rep and 2 Wealth (the Party needs to split both Rep and Wealth).

For example: You have **"Astounding Discoveries"** parts **3**, **5**, and **7**, as well as **"Astounding Reports"** part **7**. You gain the **"Astounding Reports"** parts **3** and **5**, statuses and then your Party gains 6 Rep and 4 Wealth.

Exploration ends.

19

You ask around about your wife and three children. From what you can gather, they survived their first years on the island in relative comfort, with other noble families. Long after her mourning was over, Isabeau met an army officer and remarried. The officer was then appointed a commander of the Northpost garrison and moved there with his entire family.

If you **don't have** the **"Inquiries"** part **1** status, **Thebalt** gains 1 Exp and 1 . Gain the **"Inquiries"** part **1** status.

New Task: Confront your wife.

Go back to Verse 2.

20

In the Homelands, the seat of power was the towering Camelot, a wonder of the world, full of halls that could accommodate almost the entirety of Tintagel. But here, the king resides in a small stone bastion, raised by the wall of the fort. Inside this unremarkable building, you are brought to meet a very unremarkable man.

Arthur, the Savior King, the Scourge of Picts, the Wielder of Excalibur, the Founder of the Round Table, is a man barely taller than yourself, with a gaunt, bearded face and plain court clothing. If not for the retinue of generals, knights, and advisors surrounding him, it would be easy to mistake him for a down-on-his-luck nobleman with some military past. The only telling detail that makes him stand out from his retinue is a strange gleam in his eye, and energy in his step, as he approaches you.

"So, you're the one who witnessed all of it? Tell me!"

Over the next hour, you recount the story of the defeat, and answer some strangely specific questions about your actions, and the role of Merlin. When you come to your work on menhirs, the king calls for Nimue, one of Merlin's apprentices. She carefully notes your every word and accepts Merlin's scribblings from you, her hands shaking as she takes the parchment.

Then, as you describe Merlin's demise, both her and Arthur's faces darken.

"This is beyond unfortunate," the king says. "Come, we need to speak privately."

The king leads you to one of the side chambers.

Go to:

21

The merchants are deeply unhappy, but they adjust their rates nevertheless.

- **Buy food** – pay 2 Wealth to gain 1 Food. Then, make another choice.
- **Buy basic equipment** – draw 3 Craftable Items. You can buy any number of them for 2 Wealth each. Shuffle the rest back into the deck. Then, Exploration ends.
- **Buy rare equipment** – draw 3 non-Craftable Items. You can buy any number of them for 3 Wealth each. Shuffle the rest back into the deck. Then, Exploration ends.
- **Sell equipment** – discard any number of non-Craftable Items and gain 2 Wealth for each of them. Then, make another choice.
- **Leave the market** – Exploration ends.

22

The conspirators once again blind you and take you to their secret meeting place.

If you **don't have** the **"Concerned Citizens"** part **3** status, go to Verse 28. Otherwise, read on:

In the dark room, masked men and women look at you expectantly, eagerly awaiting any information that would help them turn people against Arthur.

- **Sell them the Lost Fleet's orders** (requires Secret card **9**, only if you **don't have** the **"Concerned Citizens"** part **4** status) – *They gleefully accept the documents as proof that Arthur is an incompetent and dangerous commander. They promise copies of this ship's log will soon circulate in Tintagel.* Discard

Secret card **9**. Gain 6 Wealth and the **"Concerned Citizens"** part **4** status. Then, make another choice.

- o **Tell them Arthur almost lost a war with the giants** (requires the **"Victories"** part **2** status, only if you **don't have** the **"Concerned Citizens"** part **5** status) – *They're shocked to hear how closely the human armies came to annihilation.* Gain 4 Wealth and the **"Concerned Citizens"** part **5** status. Then, make another choice.
- o **Tell them Kamelot's construction was flawed from the start** (requires the **"Building the Future"** part **8** or part **9** status, only if you **don't have "Concerned Citizens"** part **6**) – *They can't believe the king's men would push forward with the construction regardless...* Gain 4 Wealth and the **"Concerned Citizens"** part **6** status. Then, make another choice.
- o **Tell them about the king's troubling visions of a four-armed woman** (only available in **Chapters 6-15**, only if you **don't have** the **"Concerned Citizens"** part **7** status) – *Fear grips the conspirators. While they appreciate the news, the fact the enemy is playing with the king's mind is no laughing matter.* Gain 4 Wealth and the **"Concerned Citizens"** part **7** status. Then, make another choice.
- o **Leave** – Exploration ends.

23

Go to:

24

Eavesdropping on soldiers and merchants, you learn what news people talk about right now.

- If you're playing **Chapters 4-15**: An expeditionary force, led by Galahad, suffered a terrible defeat in the west, beyond Riverfall. No one survived and Merlin is considered missing.
- If you're playing **Chapters 5-15**: No one knows why, but some of the old Avalonian monuments scattered around the realm began to repel wyrdness! There is some talk that Arthur wants to use this fact to launch a new offensive.
- If you're playing **Chapters 6-15**: They say the king has found a new Royal Executor! The people are not yet sure what to make of this person.
- If you're playing **Chapters 8-15**: Some say the king is taking lessons from an Avalonian witch. He has been spotted many times sneaking out of Tintagel with a minimal escort. Many are concerned.
- If you're playing **Chapters 11-15**: The recent capture of the Avalonian fort sparks imaginations. Wherever you turn, you hear tales of the horrific battle that took place under the fort.
- If you're playing **Chapters 13-15**: Everyone you hear from is concerned with Arthur's suicidal campaign in the north, his recent physical transformations, and the unrest that spreads to all settlements of the realm. Despite everything that has happened so far, people feel this is the moment that will make or break all human efforts on Avalon.

Go back to Verse 4 and make another choice.

25

If you **don't have** the **"Dreamquest"** part **8** status, the king won't speak to you until you complete your mission – Exploration ends.

If you **have** the **"Dreamquest"** part **8** status, go to:

26

Go to:

27

Nimue, the oldest of Merlin's several apprentices who reside in a stone hut next to the ringfort wall, is a plain looking middle-aged woman. She wears black. Is there anything to the rumors that she and Merlin were closer than a master and apprentice?

- o **Ask for some magic way to cheat the enemy pursuit** – go to Verse 35.
- o **Ask her about the strange creature that killed Merlin** – go to Verse 34.
- o **Tell her about the archive discovered by the prospectors** (requires the **"Prospectors"** part **7** status) – go to Verse 37.
- o **Ask her about the being that torments you** (requires **Duana**) – go to Verse 7.
- o **Give her Merlin's pendant** (requires Secret card **21**) – discard Secret card **21** and go to Verse 32.
- o **Leave** – Exploration ends.

28

Go to:

29

The king is in his quarters. According to the instructions he gave you earlier, you pretend before his knights and servants that you haven't seen him in a while.

"You arrived just in time, Executor," he says. "I will be leading Nimue and some of my knights to a certain... tower of stone we've recently discovered in the center of the island."

His words awaken blurry memories. A gnarled spire of wyrdstone in an enormous stone basin. The Pale Lady, beckoning.

"But before I go, I have another task for you..."

Go to:

30

The woman who tries to sell these ivory statues is startled when you accept her price. She finds it hard to part with them. She says they have been with her family since the Wind Age, and that her ancestors will curse her for selling them. Still, after four years of misery, it is the only thing she can offer to feed her children. The idols are remnants of the old, forgotten world. The children are the seed of a new one.

The idol is strangely warm to the touch. Is that the warmth of her hands? Or something else entirely?

Gain the **"Idols of the Old World"** part **2** status. Exploration ends.

31

If you **have** the **"Inquiries"** part **9** status, go to Verse 39. Otherwise, read on:

To your surprise, Ériu is in the guild, looking even more tired than when you saved her, and surrounded by a group of secretaries and assistants who can barely keep up with her emaciated body.

She extends a trembling hand to you.

"Pay no heed to my symptoms," she says noticing your confusion. "It's not a disease. My body is still trying to consume itself after six months without nourishment. I also find it hard not to walk all the time. But I did finally get things here in order. Chased out most of the loafers from the guild to do some productive work out of the fort. Now... I need to properly thank you. Please, accept the reward... and this token of my gratitude." She hands you a golden trinket. "I found this in an Avalonian ruin three years ago. It helped me remain sane during my travels through the wyrdness."

Each Party member gains 1 Exp and 2 Rep. Gain 8 Wealth, Secret card **44**, and the **"Inquiries"** part **9** status.

Exploration ends.

32

As you give the pendant to Nimue, her hands begin to tremble. She clutches it close and shuts her eyes for a moment.

"Thank you. It means a lot to me. I had one like that as well, but now... Now I don't need it anymore."

She reaches under her robe, takes off a similar amulet, and hands it to you.

Gain Secret card **22**. Each Character gains 1 Exp.

Go to Verse 27.

33

Mercenaries, servants, physicians, porters many people here look for any kind of paid work...

Draw 2 Companion Items. You can buy one of them for 2 Wealth and 2 Rep. Shuffle the other one back into the deck. Exploration ends.

34

She listens to you carefully and takes notes on a wax tablet, more and more worried with every word.

"My teacher... He suspected that there are things behind these great walls of theirs we have not yet seen. He might have had a better understanding of it. I know only what he told me studying the bodies of these creatures. When in pure wyrdness, their form is much more... alterable. It solidifies wherever wyrdness makes way for the rules of our world. This creature is powerful enough to maintain a shifting shape even in our reality.

"If it defeated my master so easily, it could end us here as well. We need to know why it didn't fight with the rest of the enemy armies. And if it does how can we defeat it? My knowledge here is insufficient, but in the months before this woeful expedition, Merlin found something along the eastern coast of the island. An entity, hidden in some sort of old stone structure, as old as the enemies themselves, able to communicate with humans in a peculiar way. He didn't get a chance to pursue this further, but maybe this thing can tell us more...

New Task: Find an entity that could shed more light on the Merlin's assassin.

Go to Verse 27.

35

"Ah, yes. I suppose with recent Avalonian incursions, travel has grown difficult, hasn't it? Well, there is a trick Merlin sometimes used to move around the enemy. It allows you to connect two dark places usinag a dangerous shadowrite. Once or twice we supplied the king's agents and spies with some parchment imbued with the power necessary to perform the rite. Too bad not many minds are strong enough to handle it."

- **Buy the parchment** (pay 2 Wealth per Character) – gain the **"Shadow-Soaked Scroll"** Item (if available). Then, make another choice.
- **Ask about something else** – go to Verse 27.

36

The menhir is under guard, carefully studied by the king's scholars. They balk at your stories and refuse to let you touch it.

Hint: Return once you become more known in Tintagel.

Exploration ends.

37

Her eyes light up when she hears about the archive. She will head there as soon as she can and asks you to join her, once your duties allow you to.

Gain the **"Prospectors"** part **9** status.

New Task: Meet Nimue in the tunnels under the surveyor's basecamp.

Go to Verse 27.

38

Visions won't come in this loud, crowded place. You have to look for quieter places to rest.

The Dream ends.

39

Under Ériu's tireless leadership, The Royal Geographers are once again an active and industrious society. The clerk in charge of the society's bulletin comes to you as soon as he finishes taking an account from another explorer.

- **Give the account of your travels** (pay 1) – go to Verse 18.
- **Ask about cartography supplies** (requires **Naazer**) – go to Verse 9.
- **Leave** – Exploration ends.

40

Replace the **"Tintagel"** Location (**380**) with the **"War-Torn Tintagel"** Location (**389**). Explore this new Location for free.

Activate a Menhir

If you're playing **Chapter 4**, go to Verse 36. Otherwise, read on:

Nimue is working by the menhir, carefully studying Merlin's notes. As soon as you get closer, she tells you she was about to reactivate it. Your help would be welcome.

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

Fog and silence hover over the ringfort. When the main army marched west, it took everything with it: traders, smiths, animal herds, even taverns. In the absence of human sounds, the quiet whisper of the woods to the west, and the waves of the southern sea can, for the first time, be heard within Tintagel.

With half the tents and most of its inhabitants gone, the inside of the fort is now little more than a muddy field, surrounded on both sides by a band of rough stone walls. Now you see how little it takes to turn the heart of humanity into just another of many abandoned structures dotting Avalon.

- **Find some traders** – go to Verse 1.
- **Patrol the ringfort** (only available in **Chapter 10: Part 1** and if there are no Time Tokens on this Location; requires all Characters) – go to Verse 10.
- **Contact the "Concerned Citizens"** (requires Secret card **36**) – go to Verse 5.
- **Look for help** (only available in **Chapter 10: Part 2**) – go to Verse 12.
- **Prepare for the siege** (only available in **Chapter 10: Part 2**) – go to Verse 15.
- **Leave** – Exploration ends.

1

The market is nearly empty, save for some farmers from neighboring farmholds who keep supplying Tintagel. They look at your Royal Executor's badge with trepidation.

- **Confiscate their wares for the war effort** (pay 2 Rep) – *These simpletons will believe anything you say...* Go to Verse 4.
- **Buy food** – pay 3 Wealth to gain 1 Food. Then, make another choice.
- **Buy basic equipment** – draw 3 Craftable Items. You can buy any number of them for 2 Wealth each. Shuffle the rest back into the deck. Then, Exploration ends.
- **Sell equipment** – discard any number of non-Craftable Items and gain 1 Wealth for each of them. Then, make another choice.
- **Leave the market** – Exploration ends.

2

Go to:

3

The enemy has many scouts of their own and conceal their march with clouds of pure wyrdness. Only you can reach the body of their army and return alive.

Roll a die and add your :

1-3 – Lose 2 .

4+ – Reveal all Secret cards in the Enemy Army.

Exploration ends.

4

Go to:

5

The long trek between the silent tents and the remains of the market is uneventful. No conspirators approach you. Perhaps they left with the army. Or perhaps they were afraid that without the usual hustle and bustle of the city, they would be too exposed.

Exploration ends.

6

Go to:

7

You make your rounds, looking for any signs of trouble. Nothing seems to be happening in the camp. In the king's quarters, you meet Percival, the only knight left in Tintagel, with several junior officers. Percival nods to you hesitantly, then gets back to briefing his men.

There's no need for you here today...

Place a Quest Token on the **"Quiet Tintagel"** Location (**385**).

Exploration ends.

8

Go to:

9

Morgaine agrees to talk to you and meets you in an unfinished underground laboratory her servants are digging under the fort. She still remembers your help and agrees to lend you a significant part of her personal guard.

Grim, black-clad soldiers, and mercenaries bearing the golden Pendragon crests soon join your army.

Gain the **"Morgaine's Guard"** Secret card (**46**). Exploration ends.

10

Place a Time Token on this Location.

- If there are no Quest Tokens on this Location, go to Verse 7.
- If there's one Quest Token on this Location, go to Verse 2.
- If there are two Quest Tokens on this Location, go to Verse 8.
- If there are three Quest Tokens on this Location, go to Verse 6.

12

With the enemy invasion looming, you decide to pull every possible string to gain some support.

If you **have** Secret card **56** and all Characters have no more than one **"Footsoldiers"** Secret card (**76**), go to Verse 14.

If you **have** the **"Victories"** part **1** status, and you **don't have** Secret card **46** go to Verse 9.

If you **don't have** Secret card **83**, go to Verse 13.

Otherwise, you can't find any help. Exploration ends.

13

One of the Red Priests approaches you. Seeing your nervousness, he calms you down and says he only wishes to remind you that there's an asylum not far from Tintagel, in the Dark Morass, protected by Red Shields an elite regiment of heavy infantry comprised entirely of those carrying the plague. The Red Shields will be glad to lay down their lives in Tintagel's defense, though convincing other soldiers to find alongside them won't be easy.

New Task: Recruit Red Shields in the Dark Morass (**371**).

Exploration ends.

14

A familiar, grizzled veteran who once trained you in the art of leading armies finds you. He leads a group of smiths, farmers, and commoners that he's trained into a well-disciplined regiment.

Gain the **"Footsoldiers"** Secret card (**76**), if available. Exploration ends.

15

Tintagel is on the brink of panic. No one believes the fort can stand against the next attack without Arthur. You have to prove them wrong.

- **Scout out the enemy army** (requires at least 2) – Gain the **"Defense of Tintagel"** part **5** status. Go to Verse 3.
- **Reinforce your archers with footmen** (only if you **don't have** part **1** or **2** of the **"Defense of Tintagel"** status; pay 5 Wealth) – *If you buy more bows and train some footmen with them, your archers will be stronger, and your melee units weaker.* Gain the **"Defense of Tintagel"** part **1** status. Exploration ends.
- **Reinforce your footmen with archers** (only if you **don't have** part **1** or **2** of the **"Defense of Tintagel"** status; pay 5 Rep) – *If you train and equip some archers with melee weapons, your melee units will be more effective, at the expense of archers.* Gain the **"Defense of Tintagel"** part **2** status. Exploration ends.
- **Conceal your cavalry in a nearby forest** (requires a **"Cavalry"** Secret card) – *They won't be present in the fort to defend it, but they may strike the enemy from the rear.* Gain the **"Defense of Tintagel"** part **3** status. Exploration ends.
- **Dig concealed pitfalls in front of Tintagel's walls** (pay 3 per Character) – gain the **"Defense of Tintagel"** part **4** status. Exploration ends.
- **Wait for the Assault** (Requires **all Characters**) – *You're prepared!* Add all Secret cards **85** and 86 to the Enemy Army. Go to Verse 16.

16

Go to:

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.

The human capital is under siege by the enemy army. Eldritch magic rips through the air, as human archers and ballistae try to stem the advance. Inside the roundfort, fires spread, turning its round walls into a squat chimney belching fire and smoke high into the air a desperate signal for help.

- If there is an Enemy Army in this Location, immediately resolve the Enemy Army rules – you may not Explore this Location until it is removed.
- If there's no Enemy Army in this Location, discard this Location and replace it with Location **380**, **"Tintagel"**.

The fires are visible from miles away, but this time it is not the enemy who caused them. The people of the kingdom turned on one another barely four years after they landed together on these shores. With Arthur gone, is there any way to end this horrific conflict?

Toss a Dial when you Explore this Location.

Skull – Go to Verse 4.

Grail – Go to Verse 13.

1

If you **have** part **8** of the **"Loyalists"** or **"Rebels"** status, the guild has already picked sides. Exploration ends. Otherwise, read on:

The guild master welcomes you and quickly confirms your suspicions. The guild decided not to take sides, safely hid its treasure and moved most of its members to farmholds surrounding Tintagel. The Royal Geographers are one of the oldest and most respected societies of the Homelands. If they declared for the absent king (or for the rebels) it would sway many people.

If you **have** the **"Strange Encounters"** part **9** status, go to Verse 11. Otherwise, read on:

You do your best, but even with your fame as an explorer, you cannot make these apprehensive, docile guildsmen make a move. They say things would be different if Ériu the Farstrider, the previous guild leader, was still around. Unfortunately, she went missing two years ago, while mapping the area around Tuathan...

Gain the **"Inquiries"** part **3** status.

New Task: If you wish to influence the guild, finding Ériu is your only option.

Exploration ends.

2

By now, most of the notable people of Tintagel realize the situation is out of control. With Arthur and his army missing, and most of the human settlements throughout the island in turmoil, any new Avalonian invasion could prove the last one.

In Arthur's old headquarters, you managed to gather a large group of people representing both sides of the argument. Nimue and Sir Kay lead the loyalists. A group of noble families from the Homelands speak for the rebels. You help set out the rules. There will be no violence today, no accusations. Just a level-headed discussion about the future of Arthur's kingdom...

Go to Verse 10.

3

Morgaine is ready to hear you out. You inquire why did she not support her brother, even though she always tried to protect him. The answer is simple: jealousy. She sacrificed her studies at the Isle of the Dead to help Arthur, but in the end, he sought the council of the Pale Lady, rather than his sister. She's still not sure whether she should keep supporting him or try to replace him.

- **Convince her to support her brother** – gain the **"Loyalists"** part **9** status and each Party member gains 1 Exp. Exploration ends.
- **Convince her to become the figurehead of the rebellion** – gain the **"Rebels"** part **9** status and each Party member gains 1 Exp. Exploration ends.

4

The rebels are in control of the fort for now. It won't be easy to find a way in if you're not their friend.

If you **don't have** the **"Mark of Treachery"** Secret card (**36**), go to Verse 15.

If you **have** at least three parts of the **"Loyalists"** status, go to Verse 15.

Otherwise, go to Verse 14.

5

If you **have** part **9** of the **"Loyalists"** or **"Rebels"** status, Morgaine has already picked sides. Exploration ends.

Morgaine, Arthur's elder sister, was presumed dead. She was recently found on an island off the coast of Avalon, but so far, she hasn't been too eager to join the fighting, keeping her magic and her highly trained personal guard unengaged.

If you **have** the **"Victories"** part **1** status or the **"Plunderer"** part **8** status, go to Verse 3. Otherwise, read on:

Morgaine doesn't want to speak with you. She doesn't know you and the services you rendered for her brother don't mean much to her. In cold words, she asks the knight Gaheris to escort you out.

- **Leave** – Exploration ends.
- **Get her to listen** – *First, you need to stop Gaheris from throwing you out.* Find and resolve the **"Knight's Command"** blue Encounter (Difficulty 5). If you win, go to Verse 7. Otherwise, Exploration ends.

6

If you **have** 3 or less parts of the **"Loyalists"** status, go to Verse 18.

If you **have** 3 or less parts of the **"Rebels"** status, go to Verse 18.

Otherwise, go to Verse 2.

7

Morgaine is in awe of your slick words and the skill you showed when talking Gaheris out of her direct order. She agrees to talk. You soon learn she's not a person who would do anything that wouldn't directly benefit her and neither of the sides have made an appropriate offer. Fortunately, you learn her price. When Arthur asked her to come to Tintagel, she was studying an ancient necropolis off the southern coast. As she finished her work there in haste, her people left a small chest of priceless historical scrolls from the Homelands. She wants them back badly and instructs you how to reach this lost island.

Gain the **"Traveler's Knowledge"** part **6** status.

New Task: Go to the **"Isle of the Dead"** (**334**), south of the **"Wind-Swept Highland"** (**367**) and recover Morgaine's scrolls.

Exploration ends.

8

Remove all markers from Tintagel.

Remove the **"War-Torn Tintagel"** Location card (**389**) from the game and replace it with the **"Tintagel"** Location (**380**). Move all Characters to the **"Tintagel"** Location.

Go to:

9

The loyalists, weakened by recent events, with no real hope of victory, decide to seek agreement with the rebels. Arthur is no longer the king of all humans. A council will be formed in Tintagel to rule in his stead.

A tentative peace begins. Everyone's eyes are back on the enemy. It's been days since Arthur's marched his army through the Mouth of Tuathan. The silence grows more and more worrying, and while no one hopes for the return of the disgraced king, losing all of the knighthood and soldiers who went with him could be devastating...

Gain the **"Arbiter"** part **8** status. Go to Verse 8.

10

As the discussion begins, more and more spectators arrive. The talks soon turn into what you can only describe as a public judgement of the king and the decisions he took. As someone who worked closely with Arthur, your voice matters.

First, the topic of Merlin's and Galahad's doomed expedition is raised. Many rebels find it a foolhardy move that wasted many irreplaceable lives. What is your opinion?

- **It was a bold, strategic gamble** – *Reconnecting with humans on the other side of the island could bolster our forces and catch Tuathan in a pincer movement.* Place a red marker on this Location. Read on.
- **It was the work of stupid pride and madness** – *Throwing ten thousand men and women into pure wyrdness, where no help or supplies could reach them, was a war crime.* Place a large marker on this Location. Read on.

Now, people discuss Arthur's reliance on menhirs and other disturbing, Avalonian magic. There are those who still remember the Homeland witch hunts, and the fact that their king encourages the use of dark magic perplexes them. Nimue feels particularly scorned, as the powers of her and Merlin's other apprentices were sidelined in favor of powers born from wyrdness.

- **We had to turn the enemy's strengths against them** – *Menhirs and control over wyrdness proved too useful to ignore.* Place a red marker on this Location. Read on.
- **Our hopes shouldn't rest solely on forces beyond our understanding** – *Arthur was wrong to seek foreign powers and ignore the wizards and druids of the Homelands.* Place a large marker on this Location. Read on.

The topic of Arthur's effectiveness as a commander is raised. He first wasted four fruitless years on the defensive. Then, performed reckless assaults that cost thousands of lives. He rarely listens to the good judgement of other noblemen and acts on his vague instincts.

- **We shouldn't argue with the results** – *He did, after all, defeat the main enemy army and captured their largest fort outside Tuathan.* Place a red marker on this Location. Read on.
- **Arthur should entrust more power to talented commanders and field officers** – *The fate of all humanity should not rest on the judgement of a single king, no matter how famous.* Place a large marker on this Location. Read on.

The time comes for the darkest topic. Arthur's physical changes, his willing transformation into a towering wyrdspawn. Several noblemen feel that even if they once swore allegiance to King Arthur Pendragon, the thing at the head of the army is no longer him...

- **A king is required to do anything in their power to protect the people** – place a red marker on this Location. Read on.
- **If we fight for humanity, we should never lose what makes us human** – place a large marker on this Location. Read on.

And now the last part, Arthur's foray into Tuathan. He took most of the human armed forces and plunged straight into enemy's capital, without telling anyone what he plans to accomplish, or how long he is going to be away.

- **He has a plan and we should trust him** – *It has something to do with the castle beyond the Forest of Whispers and the things Arthur has seen inside. He can't share it even with allies, for the enemy could learn of this.* Place a red marker on this Location. Read on.
- **The king shouldn't expect everyone to take a blind leap** – *Relying only on his own judgement and making everything else subservient to his plan was yet more proof of his stubbornness.* Place a large marker on this Location. Read on.

Sum up the number of red and large markers on this Location. If there are more red markers, go to Verse 16. If there are more large markers, go to Verse 19.

11

It seems that after returning from her two-year long voyage, Ériu took charge of the guild and reformed it. She is looking at the struggle in Tintagel with growing irritation. It takes little to push her to act...

- **Convince her to declare for the loyalists** – Gain the **"Loyalists"** part **8** status and each Party member gains 1 Exp. Exploration ends.
- **Convince her to declare for the rebels** – Gain the **"Rebels"** part **8** status and 1 Exp. Exploration ends.

12

You have gathered an impressive army, but it's still not enough to win against half of the kingdom. You need to expand the ranks of either the loyalists or rebels and make them follow you...

New Task: Further the cause of the rebellion or the loyalists. You can do so in every Settlement on Avalon, including those beyond Riverfall.

13

A battered group of soldiers and knights loyal to Arthur managed to wrestle control of the fort back from the rebels. Doing anything in the fort will be risky if you're not their friend.

If you **have** the **"Mark of Treachery"** Secret card (**36**) or if you **have** at least three parts of the **"Rebels"** status go to Verse 17.

Otherwise, go to Verse 14.

14

You're now inside Tintagel. The markets are closed, replaced with rows upon rows of gallows...

- **Visit Morgaine** – *She always supported Arthur, but she doesn't seem to take part in the fighting. Why?* Go to Verse 5.
- **Visit the Royal Geographical Society** – *They remain one of the richest guilds. Convincing them to pledge their deep coffers to your side could tip the balance.* Go to Verse 1.
- **Help bring the civil war to an end** (requires all Characters) – *Perhaps a mediation could finish the war before it runs too hot to stop?* Go to Verse 6.
- **Leave** – Exploration ends.

15

You try to sneak your way in, but the rebels quickly recognize you and try to capture you.

Place a **"Hostile Regiments"** Secret card (**61**) in this Location. If you win the Battle, go to Verse 14. Otherwise, Exploration ends.

16

Your opinions swayed listeners to support the king...

If your number of **"Loyalists"** status parts is at least two higher than the number of your **"Rebels"** status parts, each Character gains 1 Exp; after that, go to Verse 20.

Otherwise, read on:

...unfortunately, the rebels are still strong, with many settlements and notable people declaring in their favor. They are not ready to drop their demands. Negotiations are broken, and a violent battle erupts in Tintagel. You are caught in the thick of it.

Each Party member rolls a die, then subtracts both the number of their **"Loyalists"** status parts and their from the result. Each Party member loses and Rep and gains equal to their final result.

Go to Verse 20.

17

As you enter the fort, a young knight recognizes you and orders guards to seize you.

Place a **"Hostile Regiments"** Secret card (**62**) in this Location. If you win the Battle, go to Verse 14. Otherwise, Exploration ends.

18

You haven't done enough for either side to listen to you. You need to become a known rebel or loyalist before you are allowed to speak for the entire faction.

New Task: Further the cause of the rebellion or the loyalists. You can do so in every Settlement on Avalon, including those beyond Riverfall.

Exploration ends.

19

Your opinions swayed listeners to support the rebellion...

If your number of **"Rebels"** status parts is at least two higher than the number of your **"Loyalists"** status parts, each Character gains 1 Exp; after that, go to Verse 9.

Otherwise, read on:

...unfortunately, the loyalists still hope for victory and decided to use these talks as an opportunity to capture the rebel leadership. Negotiations are broken. A violent battle erupts in Tintagel, and you are caught in the thick of it.

Each Party member rolls a die, then subtracts both the number of their **"Rebels"** status parts and their from the result. Each Party member loses and Rep and gains equal to their final result.

Go to Verse 9.

20

...and the rebels, weakened by recent events, with no real hope of victory, decide to drop their demands. Arthur will keep his throne as the king of all humans. A tentative peace begins, while everyone's eyes are back on the true enemy, the Avalonians. While the human lands were engulfed in turmoil, many days have passed since Arthur marched his army through the Mouth of Tuathan. The silence grows more and more worrying...

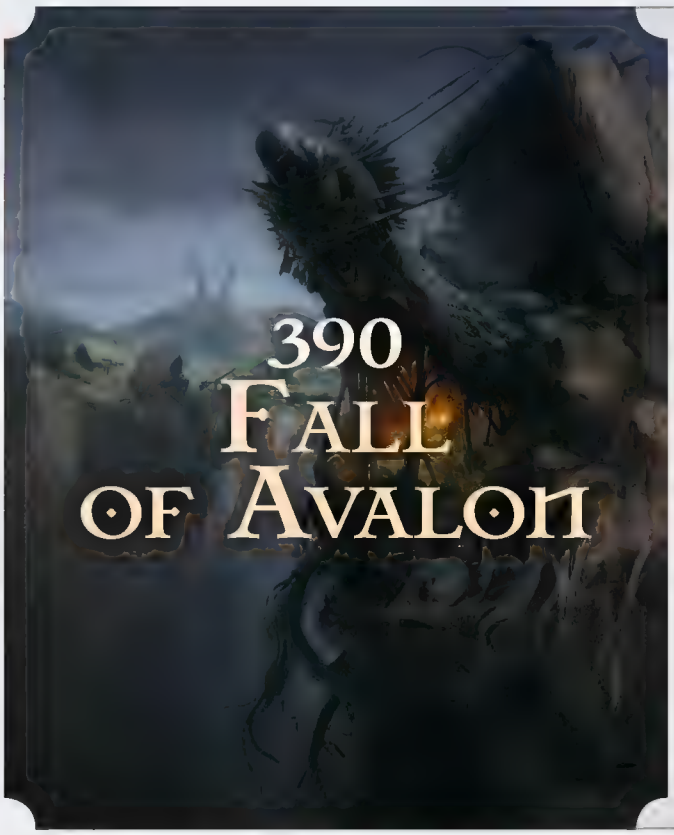
Gain the **"Arbiter"** part **9** status. Go to Verse 8.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 (per Character): put a new Menhir model on this Location. Place three red markers on the Menhir's base.

See **"Empowered Menhirs"** at the start of this Exploration Journal for details.



390 Fall of Avalon

You are out of Tuathan, standing at the edge of a quiet plain. In front of you there's a familiar place wearing an unfamiliar face. The Cuanacht farmhold is now old, abandoned and dilapidated, as if centuries have passed since you helped found it.

Beside you, a flickering apparition forms again. It tells you there's no hope. Humans on Avalon will fail. The menhirs will eventually wear out. The knowledge of the rites discovered by Merlin will die, and without it, the wyrdness shall return.

It invites you to take a walk through this wreckage of the world and learn for yourself that it's right, and that you should stop your fight. You have a couple of hours to make up your mind. You set off, desperate to find any glimpses of hope in this hopeless land.

Desperate to prove this all-knowing creature wrong.

Attach Locations **102** (**"Hunter's Grove"**), **103** (**"Warrior Fair"**), **104** (**"Charred Conclave"**) and **105** (**"Forlorn Swords"**) to the appropriate edges of the **"Broken Cuanacht"** (**121**) Location.

Place 12 red markers on the Active Quest card.

Go to Verse 4.

1

The climb is surprisingly easy; your body feels much lighter than it used to be. From the top, a magnificent vista unfolds. To the north-west, you see the ruins of an enormous human city where the giant dolmen used to be. To the north-east, another city looms on the horizon, in the shadows of the still-standing Kamelot.

Thousands of people had lived in both these places for many generations. They loved, they laughed. Children ran the cobbled streets, just like in the Homelands. Even if it wasn't forever, you feel reassured your struggle bought at least this much...

Gain the **"Hopeful Signs"** part **1** status. Go to Verse 5.

2

After you buy him a flagon of ale, the merchant tells you a strange story about a group of heroes from Cuanacht who traveled throughout the island, met Morgaine, helped the Pale Lady, and entered Tuathan. They went missing, but soon after, another group of heroes left the farmhold looking for them. It seems this impoverished land does not lack heroes, willing to brave the impossible just like you did. Each age will have its own protectors.

Gain the **"Hopeful Signs"** part **2** status. Go to Verse 9.

3

The people inside are all druids, their bearded charred faces forever frozen in agony.

If your is 3 or lower, go to Verse: 14. Otherwise, read on:

So, this was not a mindless atrocity, but a planned purge, executed in cold blood. It doesn't make it any less repulsive, but it makes you think... If people had a chance to turn on each other and fight faction against faction, it means the pressure they faced from the Avalonians and wyrdness eventually subsided.

You never thought a grizzly mass grave could give someone hope, yet here you are...

Gain the **"Hopeful Signs"** part **3** status. Go to Verse 14.

4

The young farmhold that you helped to found not so long ago did not last. It lies in ruin, broken in half by a voracious chasm. Long wisps of fog and wyrdness float between dilapidated homesteads. Is this the future that awaits all Avalon?

Hint: Time is short! Try to focus on actions that are likely to have uplifting outcomes.

Discard one red marker from the Active Quest card. If there are no red markers left there, go to Verse 18. Otherwise, choose one:

- **Search for dead bodies** – go to Verse 6.
- **Check the menhir** – go to Verse 8.
- **Look into the chasm** – go to Verse 15.
- **Go elsewhere** – go to Verse 17.

5

The titanic swords reach to the skies; a now-crumbling memento of the Age of Conquest.

Discard one red marker from the Active Quest card. If there are no red markers left there, go to Verse 18. Otherwise, choose one:

- **Attempt to climb one of the swords** – go to Verse 1.
- **Visit the abandoned workshop** – go to Verse 10.
- **Rest in the shade of the swords** – go to Verse 12.
- **Go elsewhere** – go to Verse 17.

6

Gingerly, you look into collapsed buildings and as far down the jagged chasms as your eyes allow you to. There are no bodies here. The homes have been picked clean of tools and personal possessions. The people of Cuanacht moved somewhere else. This means they had somewhere to move to – a comforting thought.

Gain the **"Hopeful Signs"** part **4** status. Go to Verse 4.

7

Draw and resolve the **"Majestic Wyrm"** green Encounter (difficulty 5). Ignore its custom Trait. If you lose or Escape, each Character sets their to 2; then, go to Verse 17. Otherwise, read on:

As you deliver the killing blow, and the thrill of victory fills your chest, you notice a faint glint in the empty eye sockets of the Horned God. The Stagfather is here, and he appreciates your hunt. It would seem that regardless of what happens, at least human gods will survive on Avalon.

Gain the **"Hopeful Signs"** part **5** status. Place a Quest Token on this Location. Go to Verse 17.

8

The menhir is so weathered and cracked it barely resembles the imposing statues you remember...

If your is 3 or lower, go to Verse 4. Otherwise, read on:

...but you feel a faint power still kindling within. It seems that even cracked and crumbling, the menhirs can still be rekindled. It's reassuring.

Gain the **"Hopeful Signs"** part **6** status. Go to Verse 4.

9

A sea of tents surrounds a wooden arena, reverberating with the sound of combat and shouts of bookkeepers. Your clothes look outdated and your accent is a bit archaic, but you should be able to blend in well enough.

Discard one red marker from the Active Quest card. If there are no red markers left there, go to Verse 18. Otherwise, choose one:

- **Take part in the grand tournament** – go to Verse 11.
- **Explore the city of tents** – go to Verse 13.
- **Listen to the drunken merchant** – go to Verse 2.
- **Go elsewhere** – go to Verse 17.

10

The house and the workshop are abandoned and covered in cobwebs.

If your is 3 or lower, go to Verse 5. Otherwise, read on:

A colorful glint in the corner of the workshop catches your eye. You wipe a thick layer of dust from the table only to find a brooch made of opalescent metal and covered in ornaments, unlike anything you've seen before. Wyrdsteel! It seems human artisans not only unlocked the mystery of shaping this metal but also went beyond copying the designs and ornaments you remember from the Homelands. The harsh life on the island did not thwart human ingenuity.

Gain the **"Hopeful Signs"** part **7** status. Go to Verse 5.

11

If your is 3 or lower, you are quickly outmatched by your opponents; go to Verse 9. Otherwise, read on:

The warriors you face in the tournament should be easy pickings. Shaggy-haired, in mismatched old armor, with many taints of wyrdness evidently visible on their bodies, they are nothing like the knights and heroes of your age. Yet, they turn out to be extremely challenging opponents.

It takes you some time to realize why. The wyrdness! Just like Arthur used it to transform himself into an unbeatable fighter, the people of Avalon slowly changed too, albeit on a much smaller scale. It seems that centuries of existence at the edge of wyrdness strengthened humans. So – after all – your race can adapt to this place.

Gain the **"Hopeful Signs"** part **8** status. Go to Verse 9.

12

You rest a while in the shade of titanic swords, their rusty smell tickling your nostrils. Around you, winds blow wyrdness across desolate landscapes. Not a bird can be heard. Is this truly the end of the world?

Go to Verse 5.

13

Everywhere you go, you see gray, tired faces, downcast eyes, signs of hunger and mutation. Is this the best humans can hope for?

Go to Verse 9.

14

The wind carries a faint smell of burned flesh that eventually leads you to a giant cage in the middle of the highland. Iron rods blackened by fire barely contain the pile of charred bodies. Your head spins. Have humans stooped so low to commit such an atrocity?

Discard one red marker from the Active Quest card. If there are no red markers left there, go to Verse 18. Otherwise, choose one:

- **Stay a while and listen** – go to Verse 16.
- **Inspect the cage** – go to Verse 3.
- **Go elsewhere** – go to Verse 17.

15

First, your head begins to spin. Then, as your eyes adjust to the darkness, you see something much worse: the entire island is built on a bedrock of porous, bone-like wyrdstone. How can you ever hope to make this land yours?

Gain the **"Hopeful Signs"** part **9** status. Go to Verse 4.

16

Their hateful murmurs grow like a sea, forcing you to retreat.

Go to Verse 14.

17

The lands near Cuanacht look safe for travel, but you need to hurry. The Ever-dweller made it clear you will only be here for so long...

- **Visit Cuanacht** – go to Verse 4.
- **Go north of Cuanacht** – go to Verse 19.
- **Go west of Cuanacht** – go to Verse 9.
- **Go east of Cuanacht** – go to Verse 14.
- **Go south of Cuanacht** – go to Verse 5.

18

Your time is up! The vision of the future begins to melt away. You're back in Tuathan, by the crooked citadel and unconscious Arthur.

If you **have** the **"Legacy"** part **1** status, go to Verse 22.

If you **have** the **"Legacy"** part **2** status, go to Verse 23.

Otherwise, go to Verse 24.

19

If there's a Quest Token on this Location, there's nothing more to see. Go to Verse 17. Otherwise, read on:

The once-magnificent forest shrank to a single grove in the middle of the neglected farm fields. Inside, the scorched remnant of a giant skull lies – the only memento of the god of the hunt. As you move in to inspect it, a giant wyrm emerges from the forest; its eyes fixed on you.

Discard one red marker from the Active Quest card. If there are no red markers left there, go to Verse 18. Otherwise, choose one:

- **Fight it** – go to Verse 7.
- **Retreat** – go to Verse 17.

20

He's right! You've seen with your own eyes there's no way for humans to ever make Avalon theirs, or to fully defeat the masters of the island. Tuathan must return to its owners. Balance must be restored. You can do at least this much...

But as you turn back towards the citadel, you feel something strange trying to rip itself free from you. At first you think the wyrdness is trying to pull you apart. Then, with every painful step, it becomes obvious it's something more.

You might have given up, but the guardian spirit that became a part of you won't. A cloud of color beyond description escapes your body, and everything goes dark.

Go to:

21

Maybe from his immortal perspective several centuries of relative prosperity are just a heartbeat, barely worthy of attention, but for you, they are a gift to the struggling humanity. You are ready to fight him, and you are ready to die, to ensure this gift.

Your furious resolve gives the Ever-dweller pause. It thinks longer than a creature like it ever should – then, it lets you know its decision. It will step back, letting things unfold on their own; letting its younger siblings achieve a new balance on their own. As you part, he leaves you with one final warning. There will be a choice to make, a thousand years from now. A difficult choice, that will either foil – or build upon – everything you did. It hopes you will choose wisely, but you are confused to hear that: surely events a century from now no longer involve you!

The all-knowing, all-powerful being dissolves, leaving you to ponder this on your own.

Gain the **"Victories"** part **6** status.

Go to:

22

The creature lets you know you've only seen a small part of the future suffering. Humanity will eventually clear the island of wyrdness, but in the process of doing so, it will cause a widespread extinction of all species and creatures depending on this power of change...

Place a Dial grail-side up on this Location. Go to Verse 24.

23

The creature lets you know you've only seen a small part of the future suffering. In the end, this island will return to wyrdness, and anything that even remotely resembles a human will disappear.

Place a Dial skull-side up on this Location. Go to Verse 24.

24

The creature that brought you asks if you see how futile your struggle is.

Count the number of your **"Hopeful Signs"** status parts. Subtract two if there's a Dial skull-side up on this Location. Add one if there's a Dial grail-side up on this Location.

If the final score is 5 or more, go to Verse 21. Otherwise, go to Verse 20.

If a ballad of long-lost glory could turn into a landscape, you imagine it would look just like that. The sights, the smells, and even the air all tell you're not in Avalon anymore.

If there are four or more Quest Tokens on this Location, go to Verse 7. Otherwise, choose one:

- **Look for the wyrdness** – go to Verse 3.
- **Walk around the lake** – go to Verse 2.
- **Go further east** – go to Verse 1.
- **Try to enter the castle** – go to Verse 4.
- **Leave Corbenic** – go to Verse 8.

1

You leave the castle behind and head east. Soon, the forest begins to fade, and a strange glow seeps through the tree crowns. Finally, you reach the forest's edge, and stop, confused. Everything looks blurred, unnatural. It takes you a moment to realize that you're looking at several different vistas imposed one on top of another, like a stack of paintings on glass.

Fields. Forests of trees, some unlike any you've seen before. Buildings and castles of all shapes and sizes. Skies of impossible colors.

- **Try to go further** – go to Verse 5.
- **Turn back** – *Behind you, the world looks perfectly normal.* Go to Verse 9.

2

The airy woodland that envelops you looks like the refined essence of all forests you have visited in your life. Every tree is healthy, magnificent, and radiates with tranquility. Every pond is crystal-clear and tempting.

At one point, you notice the king is no longer following, so you turn around. He's standing on the bank, in a clearing from which the wonderful vista of a mist-covered lake unveils like an intricate tapestry. On still waters, the reflection of the white castle looks like its twin, hanging towers-down in the blue air.

"What I would give to spend more time here," the king says.

You gently hurry him along.

Place a Quest Token on this Location. Exploration ends.

3

Something was wrong here from the start! You wander the area to confirm your suspicions and discover that there's not a single strand of wyrdness in sight. How is that possible? Is that why the enemy is so afraid of this place?

Place a Quest Token on this Location. Exploration ends.

4

If there's a red marker on this Location, go to Verse 10.

Otherwise, read on:

You stand on the bridgehead and yell, yet the long drawbridge remains closed. For a moment, you contemplate swimming through the lake and climbing the walls, but such an intrusion feels unwarranted.

Exploration ends.

5

With every step forward, you feel as if you are fraying, your layers pulled apart in different directions. There is now more than one of you, and each pair of your eyes is focused on a different vista ahead.

A heavy hand that lands on your arm feels painfully singular and crude in comparison.

"Go no further," your king says. "I... I'm losing myself. We can't allow this. Countless lives depend on our return."

You begrudgingly turn back, but the sights stay with you for a long, long time.

If you **don't have** the **"Supernatural Events"** part **6** status gain 10 Magic and the **"Supernatural Events"** part **6** status.

If you **don't have** the **"Supernatural Events"** part **7** status, place a Quest Token on this Location and gain the **"Supernatural Events"** part **7** status.

Exploration ends.

7

A harsh sound of rattling chains rips through the serene ambience. The drawbridge is coming down, slowly. The gate beyond it is open. Did someone in the castle notice your presence? Or did they think you'd gone by now. Hard to tell...

Discard all Quest Tokens from this Location and place a red marker on this Location. Go back to the start of this Location and make another choice.

8

You try to head west through the forest, but after a long trek you're back by the lake, in front of the castle. You try again, with the same results. Despite the serene nature of this place the fear you're trapped here forever slowly starts to grip you by the throat. Arthur does not seem immune to it.

"That's... troubling," he says. "Any ideas?"

- **Maybe we can escape through our dreams?** – go to Verse 11.
- **Maybe we should keep looking around** – *Arthur nods.* Exploration ends.

9

You retreat to safety.

If you **don't have** the **"Supernatural Events"** part **7** status, place a Quest Token on this Location and gain the **"Supernatural Events"** part **7** status. Exploration ends.

10

A castle of white stone unlike any you have seen before looms ahead. A wide moat covered in water lilies and reeds leads to an open gate, its shadow promising eternal rest. The answers you seek here can only be inside.

Arthur hesitates, turns to you, and asks you to stay out.

"I need someone to carry word to Camelot, should something happen to me," he explains.

Camelot. He said Camelot, not Tintagel. Was it just a turn of the tongue? Or is this place somehow changing his memories? Anyway, you have no chance to voice your objections. The king steps on the drawbridge and soon disappears inside. You can only wait, breathing in the strange atmosphere of this place and marveling at the sights that leave a lasting mark on your soul.

Gain Secret card **92**.

Go to:

11

The king gives you a long, hard look.

"Preposterous. What gave you this idea?"

You don't know how to answer. It was an instinct. A memory from beyond time, awakening somewhere in the dark corners of your mind.

"On the other hand... It wouldn't hurt to try," Arthur decides.

Place a Quest Token on this Location. Exploration ends.

12

Even in your dream you're still trapped in this place. However, it feels much less magical, more mundane. Just a small castle in a dense forest, on a lake that smells of kelp and reeds. You stand up and walk west. Soon, you begin to see the first wisps of wyrdness. As much as you always hated it, it now almost feels like a "welcome home" sign.

Go to:

13

As the sun begins to set behind the trees, you feel a lump growing in your throat. It's time to make a final call. Soon, the spirit will start looking for you. Should you allow yourself to be found? Or should you send it looking for another soul to feed on?

Even after all the wrong other people did to you, there's only one decision you are able to make.

As the spirit arrives to take an offering in the middle of the mist-covered forest, under the silver light of the moon, you face it without fear. You got used to bargaining with this dark presence each night, and you do not wish this fate on anyone else. It's unlikely the people whose lives you will save will ever know about it, and most will still see you as a vile witch. But from now on, you will know your burden was your own choice and this makes it so much easier to carry...

If you **don't have** the **"Inquiries"** part **6** status, **Duana** gains 5 Exp. Gain the **"Inquiries"** part **6** status. Go back to the Dream section of this Location.

Dream & Nightmare

If you're playing **Duana**, and you **don't have** the **"Inquiries"** part **6** go to Verse 13.

If there's a large marker on this Location, go to Verse 12. Otherwise, read on:

Even in your dream you're still trapped in this place.

Each Character who has this Dream gains 1.

398 Resplendent Tuathan

The ancient capital of your enemies lies open before you. The remains of Arthur's unfortunate soldiers mark your path into its heart.

If there are four red markers on the Tuathan Location card (**398**), go to Verse 21.

If there are six or more red markers on the Tuathan Location card (**398**) and all Characters are present, go to Verse 9.

Otherwise, go to Verse 1.

1

Roll a die twice – once for the column and once for the row, then go to the Verse indicated by the result. These rolls cannot be modified in any way.

	1-2	3	4	5-6
1	Verse 31	Verse 4	Verse 26	Verse 40
2	Verse 6	Verse 8	Verse 27	Verse 4
3	Verse 2	Verse 15	Verse 28	Verse 15
4	Verse 20	Verse 22	Verse 2	Verse 41
5-6	Verse 37	Verse 26	Verse 14	Verse 33

2

If you **have** the **"Enemy Territory"** part **2** status, go to Verse 33. Otherwise, read on:

A group of soldiers are trapped by the enemy Warcasters who have enclosed them in a slowly shrinking ring of blue fire.

- **Come to their aid** (requires at least 4) – go to Verse 32.
- **Retreat** – *You will go back to the last place you camped in, forfeiting any progress.* Exploration ends.

3

"No! Don't you see? It's what we've been working toward all this time! All the bloodshed and sacrifices have led us here, to the heart of their city. I need to finish my mission and end this war. Otherwise, it was all for nothing!"

Go to Verse 17.

4

An arbor of delicate wyrdstone lattice stands here, the infinity of the cosmos adorning the inside of its dome, like a three-dimensional star map. It is a place of rest and quiet contemplation.

Each Party member gains 2 and loses 2 . Place a red marker on this Location. Exploration ends.

5

You never thought they would obey this order, but after everything you've been through together, your soldiers do not flinch when you order them to assault the creature, even though they understand perfectly well there's only one way this could end.

Discard one Unit. Its Commander gains 2 and loses 2 Rep. Go to Verse 7.

6

If you **have** the **"Enemy Territory"** part **1** status, go to Verse 33. Otherwise, read on:

The city inclines steeply, its streets and walls getting smoother until you are climbing a glossy slope of obsidian. You catch a glimpse of a monster reflected in black stone, turn around and see nothing. It was your reflection – but your body seems normal to you...

Soon, you descend into a narrow valley, where you find a wounded knight with a group of soldiers – Gawain, judging from the look of his crest. When he notices you, he unsheathes a sword and stands up, groaning. You look at your reflection in the obsidian ground and still see a wart-covered monster. They must see you this way as well.

- **Defend yourself** – go to Verse 11.
- **Explain the wyrdness is playing tricks on them** – go to Verse 16.

7

Go to:

8

The nightmarish travel through the ever-shifting city tests your abilities to their limits. Streets move on their own, threatening to cut off some of your soldiers. The surface changes from solid rock to spongy cartilage in no time. Sometimes you walk on vertical wyrdstone walls or traverse labyrinths of delicate stalactites. Making sure no one gets lost or separated is difficult. No wonder Arthur lost so many of his soldiers!

Each Commander rolls a die for every Unit they have, adding their . Discard all Units with a total result of 5 or lower. Gain 1 for every Unit discarded this way.

Place a red marker on this Location. Exploration ends.

9

For the last couple of hours you feel as if you have been going downhill, even though your eyes tell a different story, as the strange structures you walk through rise higher and higher above the rest of the city, converging in one direction. The knot. The heart.

Soon, you emerge on a plateau above the rest of Tuathan. The wyrdness is so dense here you no longer walk on a solid surface. The ground forms right under your feet, echoes of stones, wood, bone and sinew summoned into existence for a brief moment. At the center of the plateau: a torrent of wyrdness that looks different from the opalescent mists you've seen before. It's incandescent. Flickering. Ethereal.

Right under the torrent, two figures are locked in a struggle. One is Arthur. The other, the alien apparition that killed Merlin. Seeing you, Arthur pushes his opponent off the plateau and into the opalescent clouds.

"He will return," the kings says to you. "He will never let me use this place. It's a miracle you came. I wouldn't be able fight it off and finish my work at the same time."

- **Ask the king what he is trying to accomplish** – go to Verse 17.
- **Persuade the king to abandon his plans and come back** – go to Verse 3.

10

You manage to convince Gawain and his men about the illusion, and you show them the way out of Tuathan. Before they leave, Gawain's personal medic tends to your wounds.

Gain the **"Enemy Territory"** part **1** status. Each Party member gains 2 .

Place a red marker on this Location. Exploration ends.

11

You draw your weapon. You can't hope to convince them you're a human. Gawain faces you, while the others run away.

Resolve the **"Beastslayer"** gray Encounter (Difficulty 3). Regardless of the result, place a red marker on the **"Resplendent Tuathan"** Location card (**398**). Gain the **"Enemy Territory"** part **1** status. Exploration ends.

12

Each Commander rolls a die for every Unit they have, adding their . If any result is 3 or lower, draw and resolve the **"Doomwing"** purple Encounter (difficulty 5). Regardless of the result, place a red marker on this Location. Exploration ends.

13

You charge at the creature and it unmakes you just as easily as it unmade Merlin.

Go to:

14

If you **have** the **"Enemy Territory"** part **5** status, go to Verse 33. Otherwise, read on:

You smell something nice from around the corner. When you get there, you see pitcher-shaped plants twice the size of a human that grow out of crevices in the walls, their heavy bellies resting on the ground. Then, you notice a knight in rusty armor sticking out one of the flowers. He has a content smile on his face, only his dilated pupils are visible in his absent eyes.

You approach the man, who is completely unaware of his surroundings. When you're close, you smell something awful under the sweet, flowery scent. Rotten meat? You should leave this place before you're enchanted by the pitchers. But could you leave this man here? Then again, he seems happy, and you don't know what will happen if you wake him.

- **Help the man** – go to Verse 19.
- **Quickly leave this area** – *You can't risk it.* Gain the **"Enemy Territory"** part **5** status. Each Party member gains 1 . Place a red marker on this Location. Exploration ends.

15

The Avalonians await you in a well-concealed ambush!

Each Commander rolls a die for every non-elite Unit they have, adding their . Discard all Units with a total result of 5 or lower. Gain 1 for every Unit discarded this way.

Place a red marker on this Location. Exploration ends.

16

Draw and resolve a **"Fetch Hunt"** blue Encounter (Difficulty 3). If you win, go to Verse 10. Otherwise, Exploration ends.

17

"Why speak, if I can show you?" says the king, channeling wyrdness straight into your thoughts.

You see the white castle beyond the fog. You see the golden chalice resting in its quiet halls. A keystone of a myth that spans across many different worlds, each with its own king, grail, a round table of knights, and a castle to house it. Your heart beats quicker.

Suddenly, you understand the strange words Arthur uttered on the bridge leading to the castle. He was doomed to fail. His legend was skewed, incomplete. It required one more element, binding all of his deeds and those of the Round Table. A radiant idea. An honorable goal. The grail.

The pristine exemplar of the legend Arthur saw in Corbenic made him realize his world was just a distorted echo of a greater story.

You ask Arthur if he came here to shape a grail out of wyrdness, and the king shakes his head.

"No. Everything needs to be connected. The king. The knights. The cup. The castle. I have to create ALL of it at the same time, summon it forth from the endless possibilities of wyrdness. If I succeed, this place will become a new Kamelot, with a grail at its heart, and a sworn order of protectors to keep watch over humanity..."

Something bright flickers in the clouds of wyrdness surrounding the plateau. Your opponent is coming back.

"You need to buy me some time!" Arthur shouts.

- **Think of a way to stop the Ever-dweller** (requires at least three parts of the **"Dream-master"** status) – go to Verse 30.
- **Let the Pale Lady handle the Ever-dweller** (requires Secret card **53**) – go to Verse 24.
- **Send the last of your soldiers to handle the Ever-dweller** (requires at least 2) – *They have followed you to the end, but now you need their sacrifice.* Go to Verse 5.
- **Handle the Ever-dweller yourself** (this will end your campaign) – *Not even Arthur or the Pale Lady could fight him. You will die!* Go to Verse 13.

18

"We have little time," Lancelot says, as he reaches under his armor to reveal a black pendant. The mark of treachery!

"It was me. I led the citizens of Tintagel who opposed Arthur. I tried to ensure his downfall, for I was certain his inept leadership would doom us all. You helped me in all of this, but now I can't escape the thought we were wrong. Our treachery cost many lives and nearly ripped this land in half. But now...

You notice a strange gleam in his eye, as he stands up and lifts his heavy sword.

"The gods gave me a chance to repent. I will rid Arthur of two snakes at once."

He hits the wyrdstone arch so hard it begins to crack. You barely manage to stumble onto another walkway when the bridge collapses. Like a small, steel comet, Lancelot falls into clouds of primal wyrdness far below.

With a heavy heart, you turn away and continue your mission.

Place a red marker on this Location. Exploration ends.

19

You approach the fleshy plant, wincing at the rancid smell. The "mouth" of the pitcher is constricted around the knight's waist, and you can't loosen it. You decide to cut the plant's belly you recoil as a stream of brown juice flows out. It reeks so bad that you throw up. The edges of the plant's wound curl up, revealing its insides: glossy glands, patches of thick sludge and the knight's legs. Skinless. Dissolving. Covered in rust. You want to throw up again.

Then, the knight wakes up and cries in terror and pain. He flails in his prison, splashing brown liquid around. Tears run down his cheeks, blood splatters from his mouth, and his pleading eyes try to find comfort in your terrified faces. Suddenly, he goes limp.

Gain the **"Enemy Territory"** part **5** status. Each Party member gains 3 . Place a red marker on this Location. Exploration ends.

20

An enemy army emerges from the wyrdness and sets its eyes on you.

- **Sacrifice one of your regiments** – *They will have to buy time for the others to run!* Discard a Unit card. Its Commander gains 1 and loses 1 Rep. Place a red marker on this Location. Exploration ends.
- **Ask the Pale Lady to shroud your forces** (requires Secret card **53**) – *She quickly turns wyrdness into a solid wall.* Place a red marker on this Location. Exploration ends.
- **Retreat** – *You rush through Tuathan, hoping your instincts will help you avoid any dead ends.* Go to Verse 23.

21

In front of you, the uneven wyrdstone surface turns into a labyrinth of narrow walkways and arched footbridges that cross the bottomless abyss. You see a glitter of steel deep in this wyrdstone spiderweb. Following it, you find Lancelot – lost, shaken and wounded.

"My friend! I was certain I'd never get out of here," he says when he sees you. "And as I thought about death, there was one thing I regretted more than anything. Listen, I..."

He doesn't finish. A group of towering sanctum guards appears on the other end of the walkway. Fighting them in this place would be suicide.

If you **have** 3 or fewer parts of the **"Concerned Citizens"** status, go to Verse 25.

If you **have** 4 or more parts of the **"Concerned Citizens"** status and, go to Verse 18.

22

If you **have** the **"Enemy Territory"** part **4** status, go to Verse 33. Otherwise, read on:

A terrified group of cavalrymen wanders the city.

Gain the **"Enemy Territory"** part **4** status. Choose one:

- **Show them a way out** – *You guide them out through the wyrdness.* Gain 6 Rep. Place a red marker on this Location. Exploration ends.
- **Order them to join you** – gain the **"Cavalry"** Secret card (**76**) if one is available. Place a red marker on this Location. Exploration ends.

23

Each Commander rolls a die for every Unit they have, adding their . Discard all Units with a total result of 5 or lower. Gain 1 for every Unit discarded this way.

Place a red marker on this Location. Exploration ends.

24

The Pale Lady extends her arms, weaves her magic and steps in front of the creature. It doesn't seem to have any qualms about attacking her, as if she was just as alien to it as humans are. She makes a good effort, hurting the enemy and thwarting its glow for a few moments. Then, it hits her with a wave powerful enough to push her off the plateau.

Discard the **"Pale Lady"** Secret card (**53**). Each Character gains 1 . Go to Verse 7.

25

"We have little time," Lancelot says, as he reaches under his armor and reveals a pendant. The black mark of treachery!

"It was me. I led the citizens of Tintagel who opposed Arthur. I tried to ensure his downfall, for I was certain his inept leadership would doom us all. I let the fear, hate and jealousy control me. You, on the other hand... You're not a noble born knight, yet you refused to work against Arthur, despite all the wealth my men offered."

The sanctum guards move closer, their feet surprisingly agile on the narrow path.

"Now, let me do one knightly deed. Let me pay my debt," Lancelot says.

He unsheathes his sword, raises his shield, and charges the sanctum guards. Not wanting his sacrifice to go to waste, you use this time to move to solid ground. As you look back, Lancelot falls from the footbridge, grappling with one of the wardens. Like a small, steel comet, he dives into clouds of primal wyrdness.

With a heavy heart, you turn away and continue your mission.

Place a red marker on this Location. Exploration ends.

26

If you **have** the **"Enemy Territory"** part **3** status, go to Verse 33. Otherwise, read on:

A giant wyrm basks on the marble white courtyard of the city, under three small suns suspended above. It notices you and rears its head.

- **Fight it** – go to Verse 34.
- **Retreat** – *You will go back to the last place you camped in, forfeiting any progress.* Exploration ends.

27

A crystal garden stretches in front of you, flanked by two high walls. Fluorescent liquids flow through the stalks and leaves of the crystallized plants, hairline veins lighting up the crystal from the inside. Some doomwings patrol the area. Hiding in this semi-transparent garden won't be easy!

- **Try to sneak around** – *The more soldiers you have, the harder it will be.* Go to Verse 12.
- **Retreat** – *You will go back to the last place you camped in, forfeiting any progress.* Exploration ends.

28

You see a strange group in the distance that doesn't seem to be a part of Arthur's army. There's a woman carrying a large carnyx, a tall man with a splendid sword, a fat brute with one arm covered in chains, and a sleek woman carrying a weird spear. They don't respond to your calls and soon disappear.

Place a red marker on this Location. Exploration ends.

29

The desert goes on forever, and you don't have any idea where to start looking.

Roll a die and add your . Add 2 if you have the **"Enemy Territory"** part **6** status. Check your final result:

1-4 – *You wander under the scorching sun for hours.* Each Party member loses 2 and 2 . Go back to the start of this Verse.

5-6 – *You think you notice some patterns in the dunes. But what are they?* Each Party member loses 1 and 1 . Go back to the start of this Verse.

7+ – *How could you not see it right away?* Go to Verse 36.

30

As you think about the only weakness of the creature, a daring idea crosses your mind. You have experienced yourself how malleable the wyrdness is. The Pale Lady and Arthur can shape it into any form or concept. What if you were to shape the wyrdness into menhirs that could push your enemy away?

You focus on your memories of these statues, and of the countless hours you spent kindling them. You try to make these memories a reality again...

Each Character loses all Magic and all . Go to Verse 7.

31

If you **have** the **"Enemy Territory"** part **7** status, go to Verse 33. Otherwise, read on:

You can't remember how you ended up in this desert, but here you are. The sun beats down upon your head, and the blazing, dry wind lashes your face with sharp sand. The city now hangs above your head. And, what's even more strange, you hear someone playing a flute behind a dune.

Each Party member loses 1 unless **Naazer** is in the Party. Then choose one:

- **Investigate the sound** – go to Verse 35.
- **Look for an exit** – go to Verse 29.

32

A quick assault overwhelms and routs the Warcasters. You save an entire regiment of Tintagel's heavy infantry!

Gain the **"Enemy Territory"** part **2** status. Choose one:

- **Show them a way out** – *You guide them out through the wyrdness.* Gain 6 Rep. Place a red marker on this Location. Exploration ends.
- **Order them to join you** – gain the **"Footsoldiers"** Secret card (**76**) if one is available. Place a red marker on this Location. Exploration ends.

33

This relatively quiet and unchanging spot seems like a good place to rest.

Each Party member gains 1 and loses 1 . Place a red marker on this Location. Exploration ends.

34

Draw and resolve the **"Majestic Wyrm"** green Encounter (Difficulty 5). If you win, gain the **"Enemy Territory"** part **3** status and place a red marker on this Location. Exploration ends.

35

You draw your weapon, ready for anything, and go around the dune. A knight, Lamorak himself, sits on the sand and plays the flute – he has chapped lips and swollen fingers. When he notices you, he says to himself: "Oh, I'm hallucinating now. Well, death, hurry up. I'm thirsty, you lazy crow!" He returns to playing, but he misses the rhythm as he keeps glancing at you. You convince him, you're real and give him some water – he thanks the Allmother for sending you to him and stands up. He will help you look for an exit.

Gain the **"Enemy Territory"** part **6** status. Go to Verse 29.

36

Under a thick layer of sand, you spot an outline of a gate. You dig with verve and unearth an ornate door in the ground. You open it with ease and fall into the gap, pulled by an invisible power. You fall for a heartbeat, then you stop mid-air, and fall again – but in the opposite direction. You hit hard cobblestones. You are now on a city street, with the desert looming in the sky, far above you.

Gain the **"Enemy Territory"** part **7** status. Place a red marker on this Location. Exploration ends.

37

If you **have** the **"Enemy Territory"** part **8** status, go to Verse 33. Otherwise, read on:

A buzzing from above causes you to raise your head. You curse loudly when a cloud of yellow powder descends from the skies, getting in your eyes. It comes from a swarm of large insects that fly above you. Your eyes start burning, but you keep them open, looking for shelter. You look around and see that not only powder falls from the sky, but also parts of the insects: their legs, fragments of their thoraxes, their heads...

You run into a nearby structure where you find hundreds of insect-sized holes in the ground. Their nest? An endless stream of leprous, fragmented cicadas enter the barrow, pushing yellow eggs towards the holes, losing legs, elytra, and other parts along the way. Fortunately, they ignore you completely. You curl in the corner and wait for everything to stop. The burning caused by the powder is almost unbearable.

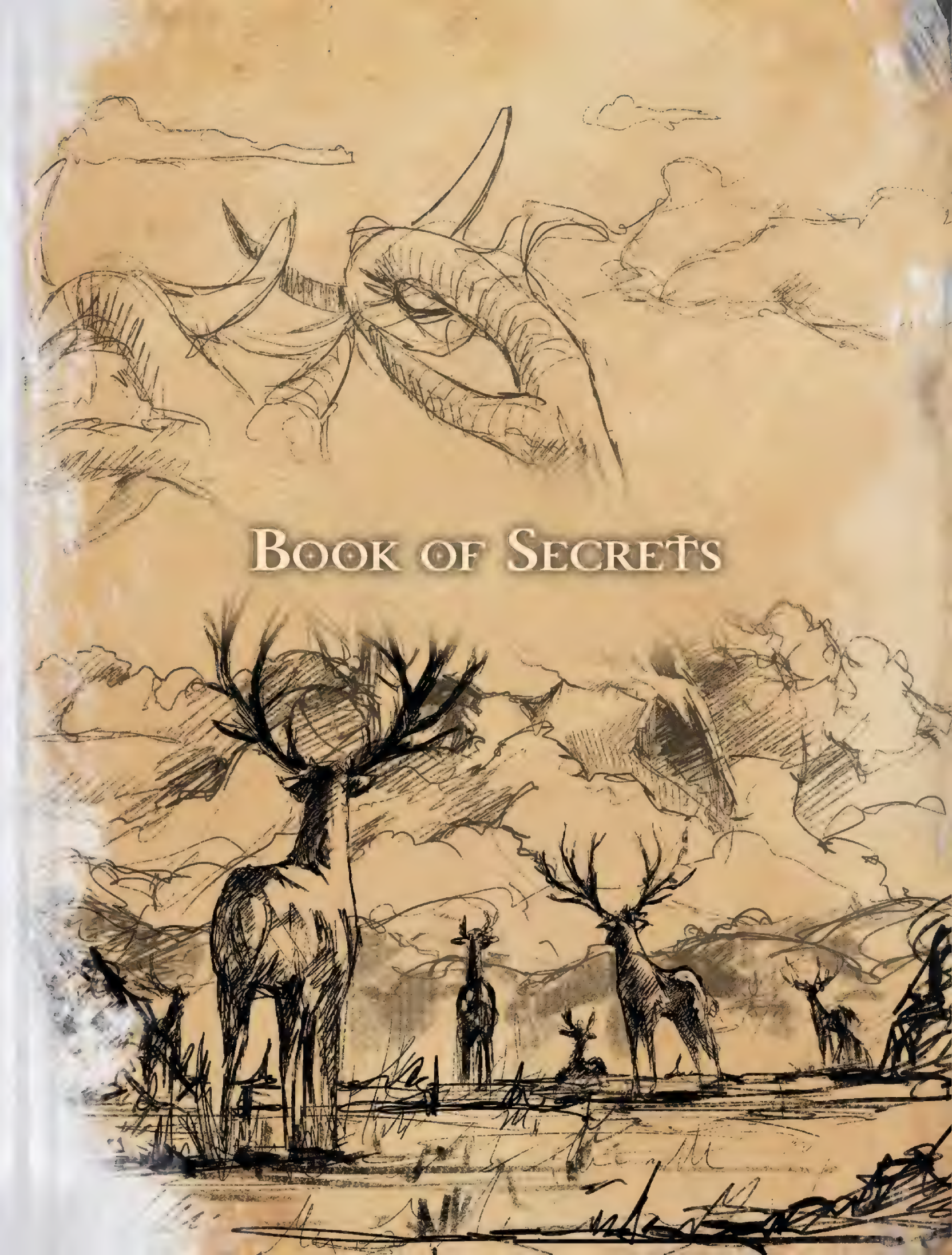
Gain the **"Enemy Territory"** part **8** status. Each Party member loses 2 and gains 2 . Place a red marker on this Location. Exploration ends.

40

Draw and resolve a green Encounter. If you win, place a red marker on this Location. Exploration ends.

41

Draw and resolve a purple Encounter. If you win, place a red marker on this Location. Exploration ends.



Book of Secrets

3

The cage is made of filigree wyrdstone lattice, but you have no doubt it is strong regardless. You see some racks with exotic weapons behind it, and beyond that: a pen with giant thunderbeaks, restlessly pecking at each other.

A couple of four armed warriors float through the wyrdness not far from the cage.

- **Try to shatter the cage** (requires at least 3) – gain the **"Sabotage"** part **1** status, go to Verse 519.
- **Try to bend the weapons** (requires at least 3) – gain the **"Sabotage"** part **2** status, go to Verse 519.
- **Try to scare away the giant birds** (requires at least 3) – gain the **"Sabotage"** part **3** status, go to Verse 519.
- **Assault the enemy soldiers with deadly powers** (pay 5 Magic) – gain the **"Sabotage"** part **4** status, go to Verse 519.
- **Finish this dream** – go to Verse 61.

5

Go to Verse 405.

7

"And what does it look like?" she asks, piecing a delicate glass alembic together. "Everyone out there claims this or that part of Avalon. Well, THIS part is mine."

She carefully places the alembic on the table and turns to you.

"This whole end of days plague thing was enough of a distraction from my work. I need a quiet place to restart my projects. Although your presence seems to indicate I have failed..."

- **Ask her why she feigned her capture** – go to Verse 35.
- **Tell her Arthur needs her in Tintagel** – go to Verse 142.
- **Leave** – Exploration ends.

10

Armies, Units, Commanders

From now on, the following rules apply in your Age of Legends campaign. You may return here at any time to review them.

Units

A Unit card is a special form of a Secret, introduced by the Age of Legends campaign. It contains a special Attribute, called Military Power ( ) and a keyword that determines the Unit's type (melee, cavalry, ranged, elite).

Units should be placed under the model of their Commander (see below) and always move together with their Commander.

Commander

Every Character who has at least one Unit under their model is considered a Commander – all rules found on the **"Commanders"** Help Card apply to this Character. Keep in mind that a Commander's personal Attributes will often influence events.

> *For example: A cautious Commander might spot an ambush, an empathetic Commander will be better at solving conflicts, and an aggressive Commander might be able to perform bold moves in battles.*

If there are several Commanders in the same Party, the of their Units is added for the purpose of any checks. They always take part in Battles together, and if a rule asks you to check an Attribute, use the highest value found among them.

> *For example: Commander A has a Unit that gains 1 whenever a Commander has 3 . The of Commander A is only 2, but Commander B in the same Party has 4 . Commander B's Aggression is therefore used and the Unit belonging to Commander A will gain the bonus when in the same Battle.*

Enemy Units and Armies

Enemy Units may appear both on Locations, or as a part of an Enemy Army (see below). Any Unit that's placed on a Location, and does not belong to any Character, is always considered an Enemy, even if it is a human Unit.

> *For example: A Journal entry asks Player A to place an Archer Unit in their Location. This Unit is considered an Enemy, resulting in an instant Battle (see Battle rules below).*

All Units placed on any Locations that are not part of an Enemy Army (see below) are considered to be Guardians and follow all the Guardian rules outlined in the Rulebook.

An Enemy Army is represented by a stack of Units with the Fore-dweller model on top of them. There can be only one Enemy Army in the game at a time. If any rule requires you to set up an Enemy Army, and there is already one in play, discard the current Enemy Army and set up a new one. Any Units grouped in the Enemy Army follow more specific rules, determined by their Order card. If there are no Order cards in play, the Enemy Army remains in place, waiting for one to be revealed.

Commander's Reputation and Unit Upkeep

Characters are not generals, or war heroes. While in a state of an emergency they will be able to issue commands to the armed forces of Avalon, their command is always met with a degree of distrust. They have a hard time convincing troops to follow them, and their units lose morale and become distrustful much quicker.

Upkeep

To represent the above, all Commanders have to pay daily Upkeep costs for all their Units. As soon as the End of the Day begins, each Commander Pays 1 Rep or 1 Wealth for each of their Units. Some Units also have a unique Upkeep rule on their cards.

Discard every Unit you can't (or don't want to) pay the Upkeep for.

Commander's Energy Penalty

Commanding troops also takes time – each Commander loses 1 at each Start of the Day, unless there's only 1 Character in play.

Despite the above costs, Commanding Units gives many unique benefits. It allows you to auto-resolve many Encounters (see **"Your Units vs Encounters"**), and opens the way for many exciting and often profitable Journal interactions. Commanders also receive Reputation rewards when defeating Enemy Units, and they can remove troublesome Enemy Armies and Units roaming the map.

Transferring Command

All Unit Secret cards are considered Personal. They cannot be traded to any other Character, with one exception. The **"Relinquish Command"** Action found on the Commander Help Card (and below) lets you transfer a Unit to another Commander.

1 Relinquish Command (lose 1 Rep): Give one of your Units to any other Character in the same Location.

Foraging

Each Commander may perform the following Action:

4 **Forage**: Gain 1 Food or 1 Wealth per Unit you Command.

Your Units vs Encounters

Having an army at your back makes many dangers of the land less threatening. To represent this, if you have any , you may place any Combat Encounter you draw or trigger at the bottom of its deck, as long as its Difficulty is lower than your . The only exceptions from the rule above are the Encounters with this special Trait:

Menacing – This creature is too intimidating and dangerous – your soldiers are reluctant to attack it. If this Encounter is discarded using an Army, each Commander loses 5 Rep.

Enemy Units vs You

Even the smallest Enemy Unit is large enough to overcome your Party! Whenever a Character or a Party without any Units are in a Location containing any Enemy Units, they all lose 1, 1, and gain 1. Move these Characters to any connected Location.

This means you cannot access Location cards occupied by Enemy Units unless you manage to move or destroy these Units!

Battles

Whenever Characters with any Units are in a Location containing any Enemy Units, a Battle ensues immediately. Follow the instructions below to resolve the Battle:

1) Reveal the Units of the Enemy Army

If any Enemy Units are face-down, turn all of them face-up. They remain face-up from now on.

2) Special Abilities

You may now resolve any special Abilities printed on your Unit cards and all special Abilities printed on the Enemy Unit cards. They all trigger at the same time, so even if you remove a Unit card as a result of another unit's Ability, the Ability of the removed Unit should still be resolved.

3) Battle Results

Sum up the of all Enemy Units and compare it to your total Military Power.

Victory

If your is higher, you win the battle!

Discard all Enemy Units and the Fore-dweller model (if present).

Gain rewards described on any Enemy Units cards you discard. Remember that Loot always needs to be shared among Party members, even if it contains Rep points.

Defeat

If your is lower, you lose the battle!

The difference between your total and the Enemy's total indicates your casualties. Discard Unit cards with at least at that much total .

Commanders lose 1 Rep for each of their discarded Units.

Each Party member loses 1, 1 and gains 1. Move all Party members to the lowest-numbered connected Location.

Tie

If your is equal to the Enemy's, the battle is indecisive!

Each side discards a random Unit. Each Commander loses 1 Rep. Then, each Party member loses 1 and moves to the lowest-numbered connected Location.

If you're playing **Chapter 3: Part 3** and you have the **"Valiant Defeat"** part **9** status, go to Verse 521 to continue the game.

Reminder: You may return to this section at any time to review the rules.

15

The Pale Lady tries to reach out to you in the dream. Her voice is distant and distorted, but you realize she must be calling for help.

Each Character who has this Dream gains 1 Magic. Place one Quest Token on the **"Dreamquest"** Secret card (**10**). The Dream ends.

17

Startled by your sudden appearance, the boy quickly understands he won't outrun you or talk his way out of this one. Instead, he honestly tells you he believes this is the end of humans on Avalon. He plans to gather as much gold as he can, sneak back to Tintagel and rent a boat that could take him out of this gods forsaken hell. He advises you to do the same.

Go back to Verse 127 and make another choice.

19

You manage to keep it in for a moment, pushing with all your force. Then, it slips from between your hands and hits you in the chest like a stone missile.

Choose one Party member – this Character loses 1.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

22

He gives you a long list of grievances, some of them petty, some of them serious. You realize how many enemies Arthur must have made among the noble families of the Homelands cramming them on overcrowded ships, and stuffing them into a stinking, overpopulated fort. The fact he gave most of the important positions to his Knights of the Round Table, and his many mistakes during the campaign, certainly didn't help...

Gain the **"Concerned Citizens"** part **2** status. Go back to Verse 331.

24

You begin to feel stupid staring at your own words on the scroll, but eventually letters start to materialize, appearing one by one, as if a swift hand was writing them before your eyes.

"You're quite a joker, aren't you? If you get tired of your duties, the position of a court jester is always open! N."

You chuckle under your breath.

Each Party member loses 1. Go to Verse 140.

25

Place one purple marker on your Location card. If there are two or more markers there, go to Verse 696. Otherwise, read on:

"No, you fool!" Merlin shouts, as your rune begins to crackle and smoke, destabilizing the circle even further. "The lines overwri ".

The spirit wails again, drowning out the rest of his sentence. You quick ly erase the last rune, ignoring the searing pain it causes you.

Each Party member loses 1. Go back to Verse 477.

27

In the depths just off the coast, you see the sunken arbor on top of a dark mound. The air almost escapes your lungs as you discover the mound is made of pieces of wyrdsteel armor and inhuman bones. You head back towards the surface, grabbing the first interesting object you notice.

Gain the **"Burial Mask"** Secret card (**3**). Each Party member gains 1. Exploration ends.

28

Pelleas rushes forward, eager to repay his debt, while you focus your attention on the ritual. The fight is short. Soon, the enemy is driven away, bleeding from many wounds. Pelleas turns to you with a smile. Then, he collapses only now you notice one of the enemy's blades sticking out of his breastplate. He's dead before you get to him.

Discard Secret card **34**. Go to Verse 115.

33

You grab the gem and try to put it back in its place, but some strange force keeps pushing it out so hard you can barely force it to make contact with the pillar. Finally, it slips from between your sweaty hands and falls on the ground.

Place three Time Tokens on this Location and go to Verse 59.

35

"I knew Arthur would pester me to join him as soon as I landed. The thing is, I already wasted too many good years of my life supporting him, with nothing to show for it. He always assumed I will just... be there, by his side, like a good obedient sister. I'd had enough. I thought it would be best if I simply disappeared. "

- **Tell her Arthur needs her in Tintagel** – go to Verse 142.
- **Ask what she is doing here** – go to Verse 7.

37

Inside is just a scroll, a quill, and some ink. On top of the scroll, you see the words, "Write and be patient."

- **Write "and be patient"** – go to Verse 24.
- **Write "Hello?"** – go to Verse 58.

40

Already badly wounded by the incorporeal creature, Merlin is unable to control the scroll. It sucks all of his life power, and then explodes, alerting enemies to your location.

Not even the Allmother's Mercy can protect you now! All Characters die and this campaign ends in failure. Please try again.

48

Getting all of them safely ashore won't be easy!

- **Build a raft** (pay 1, requires at least 1) – go to Verse 49.
- **Help them swim, one by one** (pay 4) – go to Verse 49.
- **Order your wolf to help them swim** (pay 1 Food, requires **Caolin**) – go to Verse 49.
- **Leave for now** – Exploration ends.

49

Once ashore, they move out immediately, promising to spread word of your deed.

Gain the **"Strange Encounters"** part **1** status, and the **"Survivors"** part **5** status. Each Party member gains 1 Exp, 3 Rep, and loses 1. Exploration ends.

51

You wake up, drenched in sweat. Then, you discover your bedroll is smoldering, and many items surrounding it have been destroyed. Some how, the dream was able to alter reality!

Gain one part of the **"Dream Master"** status. The Dream ends.

52

Resolve the **"Fore-dweller Wretch"** purple Encounter (Difficulty 2). If you win, go to Verse 115. Otherwise, Exploration ends.

Hint: Any resources spent on the ritual are forfeit! If you lose or Escape the Combat, you will have to earn them again!

53

By now, the Avatar is so large you can see it looming in the distance, as tall as a mountain. Stopping it here, in front of the Treetop Cathedral, will be a difficult task.

Hint: Do not let this Location sink into the wyrdness before confronting the Avatar! It will undo your progress!

Choose how to prepare:

- **Dig deep, camouflaged pits** (pay 6 reduced by 1 for each of your Units) – *This should at least slow him. Place a Guardian die on this Location.* Then, make another choice.
- **Construct ballistae** (pay 1 and pay 6 Wealth reduced by 1 for each point of your) – *The thick bolts could probably pierce its skin.* Place a large marker on this Location. Then, make another choice.
- **Soften the ground with magic** (pay 1 and pay 5 Magic reduced by 1 for each point of your) – *A bog deep enough for it to stumble.* Place a Dial skull-side up on this Location. Then, make another choice.
- **Obtain amphoras full of flammable oil and explosive powders** (pay 1 and pay 5 Rep reduced by your) – *They could provide a distraction.* Place a Dial grail-side up on this Location. Then, make another choice.
- **Set up soldiers with axes and pikes** (pay 1, discard one Unit) – *They should be able to wound him. If they manage to get in range.* Place a red marker on this Location. Then, make another choice.
- **Set up soldiers with long ropes** (pay 1 and 1 Wealth, discard one Unit) – *They will try to tie the Avatar's feet.* Place a Quest Token on this Location. Then, make another choice.
- **Wait for the Avatar to come** – *You're ready!* Go to Verse 91.
- **Leave for now** – Exploration ends.

55

The Pale Lady visits your dreams again. She tries to come closer, but some invisible force restrains her and gags her mouth. She fights it until the mists swallow her back again. At this moment, cold sweat runs down your back you can't shake the feeling that something very powerful and hostile turned its attention to you.

Place one Quest Token on the **"Dreamquest"** Secret card (**10**). Then, choose one:

- **Fight for control of this dream** – each Character who has this Dream loses 2. Go to Verse 80.
- **Let her fade** – each Character who has this Dream gains 1 Magic. The Dream ends.

57

You receive the advance and a strange, black pendant. The masked man tells you that if you gain any information that could interest the conspirators, all you need to do is walk through the fort wearing this pendant and they will find you.

Gain 2 Wealth and 1 Item. Gain the **"Mark of Treachery"** Secret card (**36**) and the **"Concerned Citizens"** part **3** status.

Exploration ends.

58

It takes so long, you begin to feel stupid staring at your own words on the scroll, but eventually letters start to materialize, appearing one by one, as if a swift hand was writing them before your eyes.

"Greetings, Executor. Have you learned anything? N."

Go to Verse 140.

59

The seawater walls keep swallowing the headland. Your heart races as you realize it is now too late to run.

You only have a couple of seconds left to live.

If there's only one Time Token left on this Location, go to Verse 344. Otherwise, choose one:

- **Attempt to keep the gem in its socket by force** (requires at least 2) – go to Verse 19.
- **Use your magic to reconnect the gem with the column** (pay 1 Magic) – go to Verse 72.
- **Put the gem into the opening at the top of the column** – go to Verse 85.
- **Push the gem into a hole in the base of the column** – go to Verse 117.
- **Push something else into the empty gem socket** (requires at least 1) – go to Verse 135.
- **Look for hidden switches or controls** (requires at least 1) – go to Verse 192.
- **Throw the gem right into the advancing wall of water** – go to Verse 220.

60

As you look into the gaping eye of the storm, you take out your sketch book and start to draw. Soon, the strange phenomenon joins many other sketches of this strange land you already have. More and more, you are convinced that wyrdness is not only an alien force of destruction: it can also create beauty unseen in any other land.

If you **don't have** the **"Astounding Discoveries"** part **3** status, each Party member gains 1 Magic and loses 1 . Then, gain the **"Astounding Discoveries"** part **3** status.

If you're playing **Duana**, go to Verse 78.

Otherwise, Exploration ends.

61

If you're playing **Chapter 6: Part 1**, go to Verse 62. Otherwise read on:

You slowly drift away from the dream. The Pale Lady gives you one last, desperate look. You should do something to free her soon.

The Dream ends.

62

The dream ends soon after.

CONGRATULATIONS! You've completed your Quest!

Each Character loses 1 .

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 6: Part 2** card.

Exploration ends.

63

The work is gruesome. Some of the bodies have begun to decompose, but you still manage to find some usable equipment.

Each Party member gains 1 . Draw three non-Companion Item cards and 1 Wealth. Choose one and discard the rest. Exploration ends.

65

Resolve the special **"Stagfather's Envoy"** blue Encounter in **Verse 89**.

67

Go to Verse 405.

70

Place one purple marker on your Location card. If there are two or more markers there, go to Verse 696. Otherwise, read on:

"No, you fool!" Merlin shouts, as your rune begins to crackle and smoke, destabilizing the circle even further. "The lines overwri—"

The spirit wails again, drowning out the rest of his sentence. You quickly erase the last rune, ignoring the searing pain it causes you.

Each Party member loses 1 . Go back to Verse 477.

71

The face once again peers into the heavens. Though the visage undoubtedly belongs to an Avalonian woman, its beauty is breathtaking. You find it hard to believe anyone could be barbarous enough to cover it with soil.

What's also strange is the fact no more enemies came to disturb your work since the face began to appear. Are they afraid of it?

Gain the **"Astounding Discoveries"** part **9** status.

Each Party member loses 4 and gains 1 Exp.

Remove the **"Forbidden Mound"** Location (**330**) from the game and replace it with the **"Uncovered Visage"** Location (**335**). Move all Party members to this new Location. Exploration ends.

72

You channel the primal magic force, gluing two pieces back together. Sadly, nothing works.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

76

You don't know if it's possible to kill a god. It didn't stop you from making a good effort. You and your soldiers toppled the beast and swarmed it, cutting and crushing, while it roared with fury.

Soon, the Avatar rose again, scattering you about, and—swaying side to side—headed for the forest, painting the plain red with streams of blood raining down from its body. Your heart froze, as you realized it would reach its destination.

Then, just before the border of the forest, the Avatar stumbled one, last time. It crashed into the trees, crushing them under its weight, together with countless worshipers who were awaiting him. The Treetop Cathedral fell to the ground with a deafening sound, and when the clouds of dust settled, the body of the god was already motionless, its antlered head lying in the middle of the central glade.

Soldiers cheer around you. You've won! You've hunted the god of the hunt himself.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and 5 Rep.

Remove the **"Treetop Cathedral"** Location card (**365**) from the game and replace it with the **"God's Fall"** Location (**366**).

Remove your Active Quest card from the game.

Find and resolve **Special Event G**. Do not change the structure of the rest of the deck.

Exploration ends.

77

If you **have** the **"Huntsmen"** part **6** status, the envoy is no longer here. Exploration ends.

If you **have** the **"Huntsmen"** part **1**, go to Verse 371.

Otherwise, read on:

In the deepest part of the windfall, fallen trees pile up so high you have no choice but to wander under them. There, you discover a cathedral of fallen logs that have locked one into another, forming high vaults and impossible domes. There is someone in this strange sanctuary a figure taller than any man or woman.

As it turns towards you, you take a step back, revolted. While its body retains a vaguely human shape, something keeps pushing at the skin from inside, as if the creature was a skin sack, packed tight with moving bones, skulls and antlers.

Go to Verse 371.

78

There is a presence in this fallen forest. A spirit, driven mad by the destruction and carnage. They say old trees have souls and now you feel those souls came together, seething in anger and pain.

- **Ignore the spirit** – Exploration ends.
- **Make contact with the spirit** – go to Verse 195.

80

You fight for control of the dream to your last breath, trying to draw the Pale Lady back to you. Eventually, you lose, but you learn a lot about influencing the visions and the wyrdness with your mind's force.

Gain one part of the **"Dream Master"** status. The Dream ends.

81

Remove all markers and tokens from this Location.

If you **have** Secret card **84**, discard it.

If the number on the die is 3 or more, go to Verse 76.

Otherwise, read on:

It's all for naught! The god of the hunt simply walks over you, ignoring your efforts.

Go to Verse 250.

83

"You... You're right," she says, surprised. "Not that it should matter but..."

She ponders for a while, pacing in front of her table.

"It won't hurt to check. I will gather my men, and we'll go to Tintagel together. For your sake, I hope you're not lying to me."

Go to Verse 692.

85

You jam the gem into the hole on top of the column. It rises up, flashing chaotically, and a loud crackle fills the air. The walls of water do not stop. This is useless!

You take the stone back, but now it's hot like white iron, and burns your hands.

Choose one Party member – this Character loses 1.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

87

She doesn't seem to believe you, but as soon as you show her the pendant received from the conspirators, something fierce awakens in Morgaine's eyes. Her fussy face suddenly becomes focused and composed.

"Ingrates! Filthy dogs. I told my brother he shouldn't trust them. Lead me to Tintagel, at once!"

Go to Verse 692.

88

Your defenses slow the Avatar down, as its legs are held for a few minutes.

If there's no large marker on this Location, go to Verse 93. Otherwise, read on:

With the Avatar struggling to regain its footing, your ranged weapons manage to deal considerable damage, before it stands back up.

Add +1 to the die. Go to Verse 93.

89

If you **have** the **"Huntsmen"** part **2** status, draw one card less at the start of the Encounter. If you win, go to Verse 121. Otherwise, Exploration ends.

90

It's now harder to find anything of use among the bodies. What's worse, you get sick from retching from the fetid vapors rising from the bodies.

Each Party member gains 1 and loses 1. Draw two Item cards. Choose one and discard the rest. Exploration ends.

91

The Avatar comes, ground trembling under its hooves, its antlers blocking the sun in a sudden eclipse.

Place a die on this Location and set it to 1.

If there's a Guardian die or a Quest Token on this Location, go to Verse 88. Otherwise, read on:

With nothing to slow him down, the Avatar crashes into your defenses at full force.

Go to Verse 93.

92

This was extremely uncomfortable, extremely long and likely unnecessary.

Go to Verse 417.

93

The Avatar pushes through the first line and continues toward the forest.

If there's a Dial on this Location, go to Verse 97. Otherwise, read on:

The giant easily breaks through your second line, throwing armored men about like toys.

Go to Verse 95.

95

The beast still pushes forward with the tenacity of a wolf. In desperation, you form ranks of your remaining soldiers right in front of it.

- If there's only one Character in play, add +1 to the die.
- If there are 3-4 Characters in play, subtract 1 from the die.
- If you **have** 3 or more , add +1 to the die.
- If your is 2 or more, add +1 to the die.

Go to Verse 81.

96

Go to Verse 405.

97

Your special trick works! The Avatar topples over, surprised and startled, though it immediately tries to rise back again.

If there's no red marker on this Location, go to Verse 95. Otherwise, read on:

As soon as the Avatar is down, men with axes and pikes swarm it, dealing many terrible wounds to the beast.

Add +1 to the die. Go to Verse 95.

100

Menhir Hunt Order – Rules

The Enemy Army is afoot, trying to undo your work on the Menhirs. At the Start of each Day, before resolving any other steps, perform the following:

1) If the Enemy Army is on the **"Menhir Hunt"** Secret card:

Place the Enemy Army model, and all its Unit cards, on the lowest-numbered revealed Location.

2) If the Enemy Army is not in a Location with an Active Menhir:

Move the Enemy Army model and all Unit cards under the model to a connected Location, following the shortest route to an Active Menhir.

If there are several possible routes of the same length, pick the one with the highest Location number.

If there are no possible routes to an Active Menhir, place the Enemy Army model, and all Unit cards under the model, on the **"Menhir Hunt"** Secret card.

3) If the Enemy Army is in a Location with an Active Menhir:

Remove one red marker from the Menhir's base.

If there are no more markers, remove the Menhir.

Enemy Armies follow the rules outlined in the **"Armies and Battles"** section at the start of the Exploration Journal.

When the Army is defeated (there are no more Unit cards under the Enemy Army model), remove the Enemy Army model, and any Secret cards with the **"Order"** keyword, from the game.

When a Location with an Army is discarded, move the Army back to the **"Menhir Hunt"** Secret card.

Continue the game.

105

Reclamation Order – Rules

The Enemy Army is afoot, trying to besiege the human capital! At each Start of the Day, before resolving any other steps, perform the following:

Reduce the Time Dial on the **"Reclamation"** Order card (**88**) by one.

If the Time Dial reaches 0, remove it.

If there's no Time Dial on the **"Reclamation"** card, the Enemy Army has arrived at Tintagel! Go to Verse 108.

106

You've failed! The enemy has captured Tintagel and you have died trying to defend it.

You may invoke the Allmother's Mercy to restart this Chapter – in such a case, go to Verse 500.

107

Manhunt Order – Rules

The Enemy Army is afoot, trying to capture and kill you. At each Start of the Day, before resolving any other steps, perform the following:

1) If the Enemy Army is on the **"Manhunt"** Secret card:

Place the Enemy Army model, and all its Unit cards, on the lowest-numbered revealed Location.

2) Move the Enemy Army towards the closest Character.

Move the Enemy Army to a connected Location, following the shortest route to the closest Character.

If there are several Characters the same distance from the Enemy Army, choose the one with the highest Character Number.

If there's no possible route to any Character, place the Enemy Army model, and all Unit cards under the model, back on the **"Manhunt"** Secret card.

Enemy Armies follow the rules outlined in the **"Armies and Battles"** section at the start of the Exploration Journal. When the Army is defeated (there are no more Unit cards under the Enemy Army model), remove the Enemy Army model, and any Secret cards with the **"Order"** keyword, from the game. When a Location with an Army is discarded, move the Army back to the **"Manhunt"** Secret card.

In addition, it is much harder to evade this Army. Whenever Characters are in a Location with an Enemy Army, and none of these Characters have any Units, they all lose 2 , lose 2 , gain 2 and must move to any connected Location.

Continue the game.

108

If you're playing **Chapter 10**, go to Verse 109. Otherwise, read on:

If the **"Tintagel"** (**380**) Location card is revealed, replace it with **"Besieged Tintagel"** (**387**).

If the **"Besieged Tintagel"** (**387**) Location card is not revealed, discard all Location cards, and place the **"Besieged Tintagel"** (**387**) Location on the table.

Place a Menhir on the **"Besieged Tintagel"** Location and place three red markers on its base.

Move the Enemy Army from the **"Reclamation"** Order card to the **"Besieged Tintagel"** Location card.

Move all Characters to the **"Besieged Tintagel"** Location.

Resolve the Battle. If you win, continue the game. Otherwise, go to Verse 106.

109

Move all Characters to the **"Besieged Tintagel"** (**387**) Location.

Go to Verse 368.

110

You infiltrate the settlement with a clear goal in your mind: find the children or discover some clues as to where they might be. You think you should check the sleeping halls, or the chieftain's building, though the latter may prove difficult, as it's heavily guarded.

- **Investigate the sleeping halls** – go to Verse 230.
- **Investigate the large hut** – go to Verse 342.
- **Retreat** – Exploration ends.

111

History is in the making. For the first time ever, humans meddle with the ancient aura of the menhir, as you help Merlin with his ritual.

Soon, an unexpected complication appears, in the form of a lone, four armed Avalonian marauder. As soon as he sees you touching the statue, he charges at you with fury.

"I can't stop now!" Merlin says. "Can you tell this nice creature it should not bother us?"

- **Yes** – go to Verse 52.
- **No, we have to retreat!** – *Any resources spent will be for feit! You will have to earn them again and restart the ritual.* Exploration ends.
- **Pelleas will hold him off!** (requires Secret card **34**) – go to Verse 28.

113

Check the number of parts of the **"Grave Robber"** status:

- **1** part – go to Verse 63.
- **2** parts – go to Verse 90.
- **3** parts – go to Verse 252.
- **4+** parts – go to Verse 310.

114

Discard any Order cards and gain the **"Reclamation"** Secret card (**88**). Place a Time Dial on this card and set it to **6** (4 Characters), **7** (2-3 Characters) or **8** (1 Character). Place an Enemy Army consisting of four face-down Secret cards **85** on the **"Reclamation"** Secret card.

Resolve the **"Reclamation"** Secret card (**88**) immediately.

115

With the enemy out of the picture, you can once again help Merlin. Sweat beads on his forehead, and his veins swell, as he focuses various types of energies on the menhir.

"There is something inside," he murmurs. "A small piece of our world. A sphere, completely free of wyrdness. It's almost as if the statue was built to contain it. If I could just empower it... extend it..."

He screams in pain, as sparks fly back from the statue shocking his hands. Still, he does not stop.

"I've got it... I've got it! I..."

Without a sound, you feel something extending from the menhir. The statue begins to glow faintly, as the wyrdness recedes all around you. In shock and awe, you almost fail to notice Merlin slumping to the ground.

"I need to rest..." he says as you hold his head. "I'm going back to the hideout. As for you... I will give you notes with the exact rite I used. Head east. Light more statues. It will be costly... and taxing. But with your modicum of talent, you should be able to repeat what I just did here. Try to find us a way home..."

Gain the **"Menhir Rites"** Secret card (**11**).

Remove all Quest Tokens from the **"Quiet Battlefield"** Location (**314**).

Place a Menhir model on the **"Quiet Battlefield"** Location (**314**) and place three red markers on its base.

Reminder: From now on, any Locations outside the range of an Active Menhir are removed at each Start of the Day, as per the standard rules of this campaign.

CONGRATULATIONS! You've completed **Chapter 2** of the Age of Legends campaign.

Each Character gains 1 Exp.

Discard all Event cards, including Active Quests.

Then, either Save your game or draw the **Chapter 3** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

116

You politely decline the commander's offer. As much as you'd appreciated seeing your children, you don't want to reopen their old wounds. You say your goodbyes, knowing that a final piece of the puzzle rests with your wife, Isabeau.

New Task: Locate Ysabeau in the Dark Morass (**371**) asylum, if you wish to confront her.

Lose 2. Gain the **"Reconciliation"** part **2** status.

Exploration ends.

117

You push the gem into a hole in the base of the column. It gets sucked in, as the column comes to life vibrating with a low hum. After a moment, the gem emerges out of the empty socket and begins to glow once more.

The walls of water stop. Then, they slowly begin to recede. A feeling of relief washes over you.

Each Party member loses 2. If you **don't have** the **"Strange Encounters"** part **2** status, each Party member gains 1 Exp. Then, gain the **"Strange Encounters"** part **2** status.

Remove all Time Tokens from this Location.

Exploration ends.

118

- If there are no Quest Tokens on the **"Dreamquest"** Secret card (**10**), go to Verse 15.
- If there's one Quest Token on the **"Dreamquest"** Secret card (**10**), go to Verse 55.
- If there are two Quest Tokens on the **"Dreamquest"** Secret card (**10**), go to Verse 217.
- If there are three Quest Tokens on the **"Dreamquest"** Secret card (**10**), go to Verse 199.
- If there are four Quest Tokens on the **"Dreamquest"** Secret card (**10**), go to Verse 440.

120

- If you're playing **Chapters 4-15**, go to Verse 122.
- If you're playing **Chapter 3**: **Part 1**, go to Verse 124.

Otherwise, nothing happens. Exploration ends.

121

If **Special Event R** is revealed, go to Verse 125. Otherwise, read on:

Once you're able to communicate with the creature, you learn it seeks a new home for one of the gods of the Homelands, the Stagfather, who escaped to Avalon with its followers. This cathedral of fallen trees looks like a perfect place, but there are no other faithful nearby. The envoy asks you to connect with its followers in the east of the island and see if any of them found a suitable place.

- **Accept** – *The envoy rewards those who serve.* If you **don't have** the **"Huntsmen"** part **6** status, each Party member gains 4, 2 Magic, and 2 Food. Gain the **"Huntsmen"** part **6** status. Exploration ends.
- **Reject** – Exploration ends.

122

The enemy again tries to occupy this important route.

Place one Secret card **85** on this Location (if available).

Reminder: Any Enemy Units that are not part of an Army follow the Guardian movement rules.

Continue the game.

123

The man hands you a black necklace with an onyx viper head. He says that if you ever change your mind and decide to hear their offer, all you need to do is to wander inner Tintagel with this around your neck.

Gain the **"Mark of Treachery"** Secret card (**36**).

Exploration ends.

124

Your dreams of home are shattered. The narrow strip of land above Riverfall is occupied by an Avalonian army that guards the only way to the east of the island. It seems the enemy is hell bent on not letting any survivors reach Tintagel.

Place the Fore-Dweller model on Riverfall (**320**) and place the **"Tuathan Guards"** Secret card (one of the cards numbered **85**) face-down under the model. They represent the Enemy Army guarding the passage.

IMPORTANT: Unit cards often share the same Secret numbers. Make sure you haven't placed another card numbered 85 that is not **"Tuathan Guards"**.

As long as the Enemy Army is there, no Character without an Army of their own may enter Riverfall (**320**).

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Now, find and resolve the **Chapter 3**: **Part 2** card. Do not change the structure of the rest of the deck.

Exploration ends.

125

Once you're able to communicate with the envoy, you tell him about the entire community of the Stagfather's followers building a splendid cathedral in the east. The excitement makes the creature boil, bones and antlers almost ripping its skin from the inside. It is eager to go, and considering the danger that still hangs over Tintagel, you don't want to wait too long.

- **Take the creature east** (requires all Characters) – Go to Verse 126.
- **Leave for now** – Exploration ends.

126

There's no time to lose! Together with the envoy you travel to the coast, where a ship from the Creaking Cove is already waiting for you.

Gain the **"Huntsmen"** part **6** status.

Go to Verse 785.

127

Deep in the birch grove, you find the boy you were looking for. He's so busy robbing the dead of anything he can stuff in his pockets, including golden teeth, he fails to notice you.

- **Ask him what he plans to do** – go to Verse 17.
- **Seize him and return him to his squad by force** (pay 2 reduced by your) – go to Verse 170.
- **Execute him on the spot** – *Desertion would be enough to pass the sentence, but he's also looting his fallen brothers!* Go to Verse 430.
- **Let him go** – Exploration ends.

128

As you make your way into the dark depths, you find ghostly renditions of creatures who once inhabited this plain.

Draw two Purple encounters and resolve one with the lower Value. If you win, go to Verse 139. Otherwise, Exploration ends.

131

Each of the caves leads back to a massive underground space, where a ghost of this plain's past stands, rendered in stone. Stone hills. Stone trees. Stone grass. Wrinkled creeks of solid stone. It's an eternal image of the plain before it was shattered.

If you **don't have** the **"Astounding Discoveries"** part **1** status, each Party member loses 1. Then, gain the **"Astounding Discoveries"** part **1** status.

Hint: You're in the uncharted territories of mysterious Avalon. Any discoveries might be of great interest to sages of Tintagel.

Now, choose one:

- **Go deeper** – go to Verse 128.
- **Leave** – Exploration ends.

132

Go to Verse 405.

133

The impenetrable blackness sucks in the light, but when you close your eyes, you feel the air is moving out of the hole, not into it. You stand for a while in this strange breeze, your eyes shut, until you begin to feel a strange itching in your body, and fever burning in your veins. Memories of a plague, from some forlorn time, fill you before you manage to pull away.

Each Party member gains the **"Red Sign"** Secret card (**66**). Gain the **"Supernatural Events"** part **4** status. Exploration ends.

134

Some call you the "hoarder", and some the "junkmaster". You see yourself as a prudent adventurer. You've heard enough tales about ancient heroes to know that if fate puts something in your way, it will be useful later. For the time being, your luggage draws in many curious glances.

New Task: Find a way to use your impractically large beer mug, twenty-foot chain, large oaken barrel, or a barely used drawbar.

Each Character gains 2 Rep.

Continue the game.

135

You dig through your possessions until you find an item with a similar curve. It fits! The column does not repulse it. Too bad the walls keep hurtling toward you.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

136

Go to Verse 369.

137

Resolve the special **"Inspiring Speech"** blue Encounter, printed on the side of this page. Modify the starting position of the Affinity Marker according to the list below:

- +1 Affinity if you **don't have** the **"Grave Wound"** status.
- +1 Affinity if you *have* more than five parts of the **"Survivors"** status.
- +1 Affinity if you **have** at least four parts of the **"Outpost Strength"** status.
- +1 Affinity if you **have** at least three parts of the **"Reputation: Stiltwood"** status.
- +1 Affinity if you **have** at least 2 or 8 Rep.

If you win, go to Verse 482. Otherwise, lose 2 Rep, and the Exploration ends – you'll need to try again later.

139

After journeying deep beneath the uplifted plain, you discover rich veins of silver and precious gems gleaming in the rock.

- **Pluck some of the stones** (pay 1) – *You take everything you can.* If you **don't have** the **"Scrounger"** part **5** status, gain 2 Wealth and this status. Exploration ends.
- **Set up a mining operation** (pay 2 Rep; requires at least **3** parts of the **"Survivors"** status; only if Location **311** is revealed and without a Time Token) – go to Verse 343.
- **Leave** – Exploration ends.

140

You write down everything that happened and Nimue again takes a while to answer.

"It seems like we have no other choice, but to go through with their plan. Threats or torture won't work, I already tried. They have to tell you everything willingly. And the only way for that to happen is for you to help them. There's a ship waiting for you in the Creaking Cove – unless you want to travel all the way there on your own, that is."

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Discard the Enemy Army and its Order card.

Discard the Active Quest card and resolve the **Special Event R** card from the Event Deck. Do not change the structure of the rest of the Event Deck.

Exploration ends.

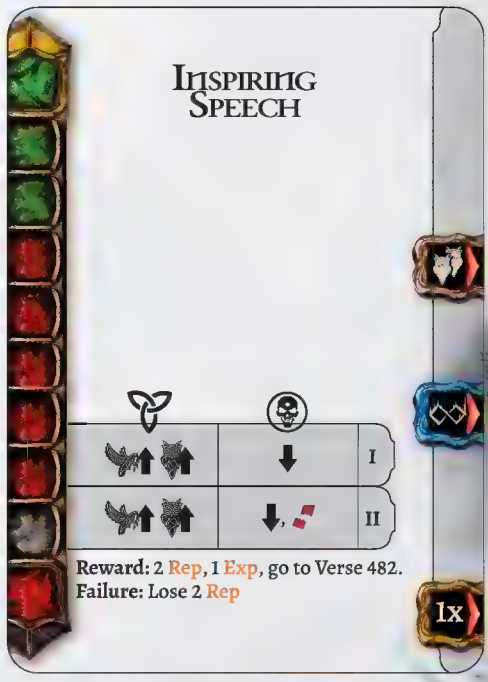
142

"Oh, my dear big brother suddenly needs me? What happened to 'dark arts make you look bad, Morgaine', 'you can't cut dead people open, Morgaine', 'why did a demon wreck the upper halls, Morgaine'..."

She sighs.

"I wasted ten years in Camelot, trying to be a good sister to the king. No one cared for me, as long as my seat wasn't empty during feasts and celebrations. I built an arc lamp, converting magic to light, and no one was interested. I translated an old Fomorian tome, my finest achievement, and no one batted an eye. I warned about the Picts, no one paid any attention! They just don't listen to me! Give me one good reason why should I become Arthur's shadow again!"

- **Tell her Arthur demands her to come back** – go to Verse 523.
- **Tell her Arthur begs for her to come back** – go to Verse 297.
- **Tell her there's a plot against Arthur's life** (requires Secret card **36**) – *To be honest, you're not sure whether she would condemn the plot, or join it.* Go to Verse 87.
- **Convince her that if she hides from him, she's still in his shadow** (requires at least 3) – go to Verse 517.
- **Leave** – Exploration ends.



150

The settlement is now empty, save for some sobbing women and a couple of elders. You have plenty of time to take a look into every nook and cranny, and finally come to a chilling conclusion: the giants' children are nowhere to be seen. They were the key all the time.

In the largest hut of the settlement, you find something that resembles a map, lying on a table twice as tall as yourself. Whatever it contains, you feel like you're very late...

Gain the **"Fall from Grace"** part **2** status. Go to Verse 417.

151

The wet nurse from hell lies dead, and her little, slimy wards pour out of the basket. Instead of attacking, they surround you in a circle, looking at you expectantly with their large, black eyes. They seem so vulnerable. So weak... You feel an overwhelming urge to hug them and keep them safe.

It takes all of your willpower to shake off this feeling and flee.

Each Party member gains 1 Exp and 1 . Gain the **"Dangers of Avalon"** part **7** status. Exploration ends.

152

There is an angry murmur among your men. Many of them don't wish to fight arm to arm with brigands, thieves and murderers. But there are some who are relieved you're not a blood hungry tyrant.

The Commander loses 2 Rep. Gain the **"Survivors"** part **6** status. Exploration ends.

155

Where's a better place for an observation post than right in front of the enemy gates? You pick a low hill at your end of the valley and order your men to dig. The only source of stone nearby is the wall itself, so you send a detachment of workers with pickaxes to chip off some larger chunks.

The sound of crushed wyrdstone rings far in the valley. Soon, something alarming begins to happen at the other end. The wyrdness begins to flow into the canyon, some large shapes emerging from it every now and then. A marching army! The closer they are, the more staggering their numbers seem. It seems vandalizing their eternal city did the trick.

You give an order to abandon the construction and retreat immediately.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and loses 2 .

If an Enemy Army is in any revealed Location, discard it.

Move all Characters from the **"Mouth of Tuathan"** Location (**305**) to the **"Dreadlands"** Location (**328**). Do not resolve the ⚡ rules of **"Dreadlands"**.

Place a new Enemy Army in the **"Mouth of Tuathan"** Location (**305**), consisting of all available Secret cards **85**, **86**, and Secret card **99**. Place these cards face-up.

Remove the current Order card from the game and gain the **"Manhunt"** (**79**) Secret card. Replace **Special Event C** in the Events deck with **Special Event E**.

Discard the Active Quest card and resolve the **Chapter 12: Part 3** card from the Event Deck. Do not change the structure of the rest of the Event Deck.

Exploration ends.

157

You're about to leave the architect's tent when you notice a shape under the fold of the tent's wall. It's Cynric's notebook, describing the progress of construction in painstaking detail. In the last few entries, the neat writing makes way for long, squiggly lines and uncanny symbols, with barely a couple of legible words strewn between them. "Radiance unbound!", "Words burn.", "I read now!", "Ascend with them?"

You don't know what to think of it.

Gain the **"Supernatural Events"** part **8** status. Each Party member gains 1 . Exploration ends.

160

CONGRATULATIONS! You've completed **Chapter 4** of the **"Age of Legends"** campaign!

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 5** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

163

You prepare to leave the tower when you feel a strange presence behind your back. The Pale Lady is following you.

"After what happened at the lake, I promised I would stand aside and take no more part in this war," she says. "But you remind me there is a potential in humanity I'd hate to see wasted. I can't read the future, at least not in the common sense, but I do feel you will achieve many great things. I will go with you into Tuathan."

Gain the **"Pale Lady"** Secret card (**53**). Exploration ends.

165

Far below the ground, a natural system of cracks and caves crosses over into vast halls and corridors filled with complex wyrdstone lattices stretched between huge stalactites and stalagmites. Each of them is different, though after a while you notice they're made of repeating modules, like letters or words. Is this truly a mine? Or rather a library?

If you **have** the **"Prospectors"** part **9** status go to Verse 179. Otherwise, read on:

You try to make sense of this place, but it is something far beyond your expertise. You wish Merlin was here...

If you **don't have** the **"Astounding Discoveries"** part **6** status, each Party member gains 1 Exp. Gain 3 Magic and the **"Astounding Discoveries"** part **6** status. Exploration ends.

170

Gain the **"Valiant Defeat"** part **7** status. Gain the **"Famished Prisoner"** Secret card (**12**).

New Task: Take the boy back to his captain.

Exploration ends.

171

If you **have** all parts of the **"Spy"** status, go to Verse 150.

If you **have** at least 6 parts of the **"Spy"** status, go to Verse 110.

Otherwise, read on:

You infiltrate the settlement, but you're not sure what to do here. Should you check the huge, wooden house belonging to the giants' chieftain? Or maybe you should visit an unsettling temple at the village green? You hesitate for too long and catch the attention of a sentry. Before rushing at you, he raises the alarm, alerting giants to the fact their preparations have been discovered by humans.

Gain all remaining parts of the **"Spy"** status. Place a Time Token on this Location.

Draw and resolve a **"Giant Vanguard"** green Encounter (Difficulty 4). Regardless of the result, Exploration ends.

172

Your promise soothes the supervisor's nerves.

Gain the **"Prospectors"** part **8** status. Exploration ends.

173

The hole spits you out, shaken and in pain. You slowly stand up. The quiet crystalline grove surrounds you. There's no one in sight. Your own footsteps, that you left when approaching the hole, are now gone. Shaken, you try to leave the forest.

On the outskirts of the grove, a distant sound of crystals crunching under feet diverts your attention. Between the white, shimmering trunks, you notice yourself walking into the forest, as you did not so long ago. You freeze in panic, strange coldness gripping your legs. You look down and notice your body is slowly disappearing into thin air. Soon, you are gone.

The other you reaches the heart of the crystal grove and looks upon the hole.

If you **don't have** the **"Supernatural Events"** part **2** status, each Party member gains 2, 1 Magic and 1 Exp. Gain the **"Supernatural Events"** part **2** status.

Go back to Verse 10 in the Crystalline Grove (Location **375**) Exploration Journal.

175

If you **have** the **"Strange Encounters"** part **5** status, there is nothing more to talk about with the soldiers – Exploration ends.

If you **have** the **"Valiant Defeat"** part **6** status or if you **don't have** Secret card **12**, go to Verse 189. Otherwise, read on:

When the sergeant hears your story, she scolds the boy and demotes him in front of the entire squad. She then takes you aside and pushes a pouch of silver into your hand.

"I'm grateful you brought him alive. This brat is a son of a very rich nobleman from Tintagel, I'd be in a world of trouble should something happen to him."

Gain 2 Wealth and discard the **"Famished Prisoner"** Secret card (**12**). Each Character gains 1 Exp. Gain **"Strange Encounters"** part **5** status. Exploration ends.

177

The commander brings your children to the tent. How they have grown! All three cry when they see you. Your oldest son is ashamed he didn't go looking for you. Your daughter cries, explaining she couldn't oppose her mother. You hug them warmly, silencing any apologies.

You spend an hour or two together learning about their current lives and plans for the future, and about everything that happened since the Red Priests took you away.

Soon, a realization comes. As much as you appreciated seeing them, you're not needed in their lives anymore. They have new family and friends in Northpost, and seem content. You say your goodbyes, knowing that a final piece of the puzzle rests with your wife, Isabeau.

New Task: Locate Ysabeau in the Dark Morass (**371**) asylum, if you wish to confront her.

Lose 2. Gain the **"Reconciliation"** part **1** status. Exploration ends.

179

If you **have** the **"Inquiries"** part **7** status, there's nothing more to see here. Exploration ends. Otherwise, read on:

Nimue is already here, carefully copying wyrdstone lattices onto parch ment in dim torchlight. Her tired face lights up when she sees you.

"Finally! Working here all alone was already getting on my nerves. I think I have something. Each lattice is a complete concept, or a paragraph of a story, and smaller nodes are sentences and words. This explains why we could never speak to the Avalonians! They somehow use wyrdness to vocalize an entire ideogram like that in the span of time we use to say a single word. I think I know enough to start deciphering some of them... but comparing the ideograms will take a lot of work..."

- **Help her** (pay 3 per Character) – go to Verse 234.
- **Leave for now** – Exploration ends.

180

Time to set off on your search!

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and 1 Rep.

Remove your Active Quest card from the game.

Find and resolve the **Special Event J** card. Exploration ends.

181

You come as close as possible to the giant torrent rippling through the sky above the windfall. When you look into the eye of this storm, you see a glimpse of another land, hanging upside down over you, with an unspoiled forest of titanic redwood trees. Is this a past? A future? An altogether different place?

- If you're playing **Naazer**, go to Verse 60.
- If you're playing **Duana**, go to Verse 78.

Otherwise, each Party member gains 1. Exploration ends.

183

Regardless of the result, go to Verse 51.

Lost in Nightmares
Whenever you connect with , gain 1
, gain 1
I
, lose 1 Magic
II
Reward: Gain one part of the "Dream Master" status.
Failure: Go to Verse 51.

185

When you come to the dolmen to challenge the giants, you are met with consternation. They discuss something for a long while, pointing in your direction. Finally, their chieftain comes forward, explaining that, according to their religion, the person who wins five challenges in a row is the Chosen One, destined for great honors and power. He asks you to go with him.

- **Go with him** – go to Verse 210.
- **Run away** – each Party member loses 1. Exploration ends.

188

Go to Verse 369.

189

The sergeant hears your report and nods sadly.

"I understand why you did this, but I wish you'd brought the boy alive. He was a son of a powerful, rich nobleman from Tintagel. I'm afraid both you and me will come to regret this..."

Gain part **5** of the **"Strange Encounters"** status. Each Character gains 1 Exp. Exploration ends.

190

"Suit yourself," the hooded man says, preparing to leave. "But mark my words, you will come to regret that you didn't hear what our masters have to say."

- **Accept blindfolds** – go to Verse 331.
- **Refuse again** – go to Verse 123.
- **Attack them** – go to Verse 267.

192

You check every inch of the column but find nothing else. There's only a hole in the base, a hole at the top, and an empty socket where one of the gems fell out.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

195

The spirit is hard to tame, but not malevolent. It just wants someone to hear its lament about the lost glory of this titanic forest. You open yourself up to its song.

If you **don't have** the **"Supernatural Events"** part **1** status, **Duana** and each Party member with at least 3 gains 3 Magic. Then, gain the **"Supernatural Events"** part **1** status. Exploration ends.

199

The silhouette is clearer now, but soon a dark shape obscures it. The Pale Lady screams, as the dream reaches out for you with its black tentacles and assaults your mind with nightmares. You fruitlessly call for help, choking in the black torrent.

Place one Quest Token on the **"Dreamquest"** Secret card (**10**). Resolve the special **"Lost in Nightmares"** Diplomatic Encounter in **Verse 183**. Any other Characters can join you in this Encounter.

201

It's working! The rune flashes with pure magic, and Merlin soon regains control of the spirit, pushing it back into the mysterious statue.

Discard the **"Merlin's Runes"** Secret card (**60**) and all markers from the **"Quiet Battlefield"** Location, if there are any. Go to Verse 6 of the **"Quiet Battlefield"** (**314**) Exploration Journal.

210

The giants take you into their settlement, where they quickly set up a feast. You receive an ornate diadem which you have to wear on your waist as it's far too large for you to wear on your head. After the feast, the giants take you to the middle of their village and push aside a large, flat stone.

There's a well there, leading to dark depths where the blackness seems to slither and twist. The giants' chieftain says in broken human speech:

"The sleeping god welcomes the chosen. A great honor. Go."

You wait for the giants to let go of your shoulders and immediately begin to flee. The guards run after you, enraged by your sacrilege.

Resolve the **"Giant Vanguard"** green Encounter (Difficulty 4). Each Party member Escaping this Combat loses all . Regardless of the result, Exploration ends.

211

The foreman hesitates, but she eventually reveals that while they were looking for precious minerals, they found something else: corridors, leading to some ancient structure far under the wall of Tuathan. She hoped to show the place to Merlin, in case it is important.

Gain the **"Prospectors"** part **7** status. Then, choose one:

- **Ask her if you can look at it** – if you have the **"Prospectors"** part **6** status and you **don't have** the **"Arbiter"** part **2** status, go to Verse 213. Otherwise, go to Verse 165.
- **Promise her you'll let someone in Tintagel know** – go to Verse 172.
- **Say nothing** – Exploration ends.

213

She gives you rough directions to the tunnels, but getting there without tools and guides would be very dangerous. You first have to help her quell the panic your revelations caused in the camp.

New Task: Stop the panic in the camp.

- **Do it now** – go to Verse 17 in the **"Surveyor's Basecamp"** Exploration Journal.
- **Leave** – *Who knows what damage the panic will cause in your absence.* Exploration ends.

215

The marauders' camp is still there, sheltered from the elements by a large, lone rock. You give your men the order to encircle it and signal the attack. There's barely any combat you lose three soldiers, two of which are killed by Lluthe the Jester. Several marauders die, and the rest are quickly captured.

As soon as the combat ends, one of the footmen reports they've located a stash of loot under a rock. You walk over there only to find items and supplies robbed from several other groups of army survivors and judging by a strange set of stone idols from other human tribes as well.

The prisoners beg for mercy. You know there can be none for their leader Lluthe is executed on the spot. But what to do with his men? Your soldiers look at you with anticipation.

Hint: The decisions you make can have a great impact on your reputation as a Commander.

Gain 3 Food and two non-Companion Items. Gain the **"Idols of the Old World"** part **1** status.

Then, gain the **"Price of Power"** part **1** status and choose one:

- **Spare them and let them join your force** – *Everyone deserves a second chance.* Go to Verse 152.
- **Take everything from them and leave them here** – *If they wish to carve their own path, let them languish on this forgotten coast.* Go to Verse 260.
- **Execute them** (only if the Commander has less than 3) – *There can be only one punishment for desertion and brigandry...* Go to Verse 290.

217

This time, the Pale Lady manages to stay in your vision a while longer. You are now certain something binds her, and she fights these bonds with all her strength, but the wyrdness begins to devour her again.

Place one Quest Token on the **"Dreamquest"** Secret card (**10**). Then, choose one:

- **Fight for control of this dream** – each Character who has this Dream loses 2. Go to Verse 80.
- **Let her fade** – each Character who has this Dream gains 1 Magic. The Dream ends.

218

Go to Verse 369.

219

You decide to wear the ring for a while, and quickly find out its ever crawling surface seems to stimulate and rejuvenate you. The Eater of Secrets probably wanted you to wear it so that you work faster at freeing him...

Gain Secret card **39**. Exploration ends.

220

Other than giving you momentary relief, it solves nothing. The gem is swallowed by the advancing walls.

Go to Verse 221.

221

First, the sea hits you like a charging bull. Then, the salty depths push into your mouth and nose with immense pressure. You writhe in agony.

Some time later, the waves spit you back on the shore, half dead.

Each Party member Passes for the rest of the Day. Each Party member with more than 3 sets their to 3. Each Party member with less than 4 sets their to 4.

Remove all Time Tokens from this Location.

Exploration ends.

229

You learn this is a supply convoy sent after Arthur's army. Before it reached his camp, it was blocked by a cloud of wyrdness. When the road cleared, the battle was already won and the armies began to retreat from the Wyrdfort. Instead of continuing their journey, settlers from the convoy argued there's no need to go anywhere else. This quiet place seems a perfect spot for a new farmhold, especially since they found out the soil here is some of the best they've seen so far.

Others argue the place is too exposed, and that the convoy should continue west. The storyteller tries to play the role of an arbiter with less than stellar results. As soon as you step into the circle, they ask you to help settle the dispute.

Resolve the **"Land Dispute"** blue Encounter (Difficulty 3). If you win, go to Verse 412. Otherwise, Exploration ends.

230

The hall is full of sleeping giants – it's not a good place to be, as every snore makes you jump, and the musky smell chokes you. Large curtains separate spaces for individual families. Many of them have child sized beds and cradles, but there are no children.

If you're playing **Duana**, go to Verse 242. Otherwise, choose one:

- **Go out and investigate the large hut** – go to Verse 342.
- **Retreat** – Exploration ends.

231

You free her, quickly cutting down the remaining trees. To your surprise, she doesn't flee this bloodied place. Instead, reeling from wounds and blood loss, she begins to slowly creep towards the center of the forest. Her words blossom in your mind. Gratitude. Urgency. She wants you to leave for your safety. Before you turn away, you see her checking other prisoners, both dead and dying. Is she looking for someone?

Whoever or whatever that is, you hope she will eventually find it.

Gain the **"Arbiter"** part **6** status. Each Character loses 1 and gains 1 Exp. Exploration ends.

233

It was a mistake. The chieftain wakes up and shouts raise the alarm. You almost manage to escape – but one of the guards blocks your way.

Resolve the **"Giant Vanguard"** green Encounter (Difficulty 4).

Gain all remaining parts of the **"Spy"** status.

Exploration ends.

234

Together, you manage to learn the basics of the written Avalonian language. With every word you decipher, Nimue seems more troubled. Finally, you manage to convince her to explain what's wrong.

"The Avalonians... According to them, we are all connected. Us. Them. The creature that killed Merlin. They describe a circle of existence – a cycle of souls – where Avalon is the midpoint, a gateway between the human realms and the kingdoms beyond the stars. We are the lowliest creatures in this hierarchy, Avalonians are our middle brothers and sisters, and the thing you saw in Riverfall... Well, you get the picture. It also means that what we call 'colonization' or 'conquest of Avalon' for the creatures of the island is more like an invasion from the underworld. The knowledge contained in this archive is of paramount importance! We should make a large scale excavation here, but I doubt Arthur will allow for that, until the war is won. And then, it might be too late...

You don't want to tell her that, but you understand Arthur. Mysteries of reality, and philosophical riddles have to wait, when the survival of humanity is at stake. You hope in some safer, calmer times you will be able to make more sense of it.

That is, if there will be any such times...

Each Character gains 1 and 2 Exp.

Gain part **7** of the **"Inquiries"** status. Exploration ends.

235

The case seems even more mysterious than it was at first glance. The clues you've found seem to indicate the crew first anchored the ship in a hidden cove, and then fabricated signs of combat and hijacking. But why?

Gain the **"Case Solved"** part **1** status.

Go to Verse 337.

237

Without a word, you remove your iron mask, showing a face ravaged by plague. The marauders take a step back.

"Come if you wish," you say calmly "But know that even if you win, you will gain more from me than you've bargained for."

After some nervous discussions, the marauders back away and let you go on your way.

Exploration ends.

239

Resolve the special **"Elder Shrike"** purple Encounter in **Verse 272.**

242

While going past one of the smaller beds, you notice some golden hair lying on a little pillow. This immediately gives you an idea. You know of a spirit you could use to divine the location of the hair's owner. This is a dark, taxing magic that will require an ounce of your own flesh in exchange. But what is an ounce of flesh compared to the long, dangerous search it will save you?

- **Go out and investigate the large hut** – go to Verse 342.
- **Leave the settlement and perform the ritual** (pay 1 Magic, 1 and lose 2) – go to Verse 270.
- **Retreat** – Exploration ends.

246

The old man is not easy to convince, but you manage to get through to him. He takes out a small locked chest, opens it and shows you a couple of sheets of parchment, containing detailed plans of the symbols.

Your eyes are quickly lost in the labyrinth of flowing symbols that seems to pull you in. It's hard to turn away from the page. You start to understand what workers can only suspect. Merlin created them to gain the attention of something across vast distances of cold skies. To bring something to earth.

With a shiver, you return the plans to the man. Somehow, when you close your eyes, you can still see these patterns swirling under your eyelids.

If you **don't have** the **"Supernatural Events"** part **3** status, gain 3 Magic and the **"Supernatural Events"** part **3** status.

Exploration ends.

250

Your failure has dire consequences. The Avatar reaches its cathedral, where it grows to an unimaginable size, protected by its worshippers. Faced with the direct threat to nearby Tintagel, the human armies have no choice but to attack. Blamed by many for your failure to contain the Avatar, and driven by your bitter remorse, you take part in the fighting.

The victory is extremely costly, not only to humanity as a whole, but also to you and even despite your heroism, your reputation might never recover...

Gain all parts of the **"Fall From Grace"** status. Each Character loses all Reputation and gains 3 .

You've completed your Quest!

Each Character gains 1 Exp.

Remove the **"Treetop Cathedral"** Location card (**365**) from the game and replace it with the **"God's Fall"** Location (**366**).

Remove your Active Quest card from the game.

Find and resolve the **Special Event G** card.

251

The plan is simple and horribly risky at the same time. You are to head toward the Mouth of Tuathan and provoke the great army from within the city to follow you. Then, you will have to lead them to a stone basin with a wyrdstone spire, and make your stand there. Arthur can't reveal what will happen next.

"I know the Avalonians can access our minds. I can't risk one of them probing you and learning of the plan. You will have to trust me. The Pale Lady also says it's important to have as many menhirs active around the spire as possible when you make your stand at the basin. We want the Avalonians to have no wyrdness to lean back on. And the final matter: even though you've commanded forces in the field, you're not a general."

A loud grunt from the Lancelot, standing by the wall of the tent, makes you guess he seconds this notion.

"That is why Lancelot will accompany you, to keep discipline in your force and advise you. Now go, both of you."

The knight is shocked. He wants to say something, but the king waves him away.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Gain the **"Desperation"** Secret card (**72**).

Gain two random Secret cards **75** and a random Secret card **76**, if available.

Remove your Active Quest card from the game.

If there is no **Special Event C** in the Events deck, place it on top of the Events deck.

Find and resolve the **Chapter 12: Part 2** card.

Do not change the structure of the rest of the deck.

If you **have** 2 or if you're playing **Thebalt**, go to Verse 269. Otherwise, Exploration ends.

252

If you **have** the **"Supernatural Events"** part **5** status, go to Verse 254. Otherwise, read on:

Overcome with greed, you keep digging through the bodies of your former comrades. Dazed by the stench, you fail to notice wisps of wyrdness that slowly creep over the uncovered graves. Soon, a vile mass of cursed souls starts to form right behind you.

Gain the **"Supernatural Events"** part **5** status.

Resolve the **"Slaugh"** purple Encounter (difficulty 4). Regardless of the result, Exploration ends.

Remember: **"Slaugh"** is a Guardian. If you fail to defeat the Encounter, it stays on this Location card!

254

The sight of the open graves and the memory of the evil you unleashed here curbs your greed. You cannot bring yourself to disturb the dead any further.

Gain 1 . Exploration ends.

255

As you approach the king's tent, knights and courtiers avert their eyes. You feel a strange, doleful atmosphere, as if they were mourning someone.

You enter the tent and stop dumbfounded. The man you knew and admired is something entirely else now: ten feet tall, with the shoulders of a giant and legs as thick as tree trunks. The new armor, made to suit his new form, looks thicker than the armored plates of a siege tower. Yet, the eyes that turn to you are familiar, with the same yearning and burning you've noticed many times before.

"Do not be alarmed," the king says, noticing you're speechless. "To start changing our fortunes, I had to change myself. When the Pale Lady showed me how pliable wyrdness is, and revealed that our enemies use it to take their physical forms, I decided I needed a new form myself. One that could challenge their best warriors. One that could survive in pure wyrdness... But enough talk! We have a campaign to win."

Each Character gains 1 . Go to Verse 251.

256

As you approach the king's tent, knights and courtiers outside avert their eyes. You feel a strange, doleful atmosphere, as if they were mourning someone.

You enter the tent and stop dumbfounded. The man you knew and admired is something entirely else now: ten feet tall, with the shoulders of a giant and legs as thick as tree trunks. The new armor, made to suit his new form, looks thicker than the armored plates of a siege tower. Yet, the eyes that turn to you are familiar, with the same yearning and burning you've noticed many times before.

"We're out of time," he says, shaking his head.

Then, he explains that with his and your every move, events accelerate. The people of Tintagel, tipped off about his control over wyrdness and slow, physical changes, begin to rebel. The enemy, scared of recent successes, regroups.

And now, the ultimate Fore Dweller army has gathered in Tuathan, on the other side of the wall.

"There's one slim chance for us. I need to reach the heart of the enemy city. And that would require going through this undefeatable army. I have a plan, though."

Place **Special Event C** on top of the Event Deck. Place one Random Event on top of it.

Each Character gains 1 . Go to Verse 251.

257

You always keep your word, so in return for the secret, you respond to the most pressing of the traveler's questions: "I was born in Tuathan, the capital of the ones you call Avalonians. I am the hunger for secrets and mysteries, embodied in a single being. My parents, my masters, didn't like me. They feared that in the place of endless secrets, I shall become too powerful. Thus, they imprisoned me at one the furthest reaches of this island, in a primitive building made by a primitive race, with nothing mysterious in sight." Words swirls inside the traveler's mind along with traces of your magic.

Each Party member gains 1 Magic. Gain the **"Forgotten Prisoner"** part **1** status. Exploration ends.

260

You leave the marauders nothing but their clothes and distribute the wealth they've stolen among your men, taking a fair share. Soon, you leave the miserable band behind you, hundreds of miles from home, in the middle of the enemy territory. You doubt anyone will ever see them again...

The Commander gains 1 Rep. Exploration ends.

263

"Cuanacht!" you answer. "He was called Cuanacht."

The storyteller's face brightens.

"You're right! Now I remember. Cuanacht of the Wind Age."

People cheer, repeating the name. For you, it sounds much more fa miliar than it should. Almost like... home?

Remove the **"Quiet Plain"** Location (**351**) from the game and replace it with the **"Young Farmhold"** Location (**354**).

Gain the **"Borderlands"** part **9** status.

Each Character gains 2 Exp and 2 Rep.

Exploration ends.

267

Resolve the **"Warband"** gray Encounter. Regardless of the result, Exploration ends.

269

As you step out of the tent, you take a last look at the war map. Arthur's excuse for not giving you the full plan seemed a little strange. What if...

Suddenly, you feel cold sweat on the nape of your neck. What if there's no full plan? What if the plan is for you to draw out the main force of Tuathan and die somewhere conveniently out of the way, so that Arthur and his force may march into Tuathan unopposed? It's not like king hasn't sacrificed entire regiments or Royal Executors before.

Lancelot urges you on and you realize there's little you can do about it now. Sabotaging this campaign would mean the literal end of humanity.

Exploration ends.

270

You leave the settlement, carrying the lock of hair. When you're in a safe place, you perform the ritual a spirit, lured with a piece of flesh carved from your forearm, appears. You bind it with arcane words, show it the lock, and send it searching.

After a long time, the spirit returns with information this child lives inside some caves in a place called Titan's Steps. You release your dark slave and ponder your next move.

Duana gains 1 Exp. Go to Verse 180.

271

There are too many of them to carry, especially since some try to push you away. You have to convince them to stand and march on their own a task as frustrating and difficult as a discussion with a drunkard.

Resolve the special **"Hallucinating Soldiers"** blue Encounter in **Verse 327**.

272

If you win, go to Verse 532. Otherwise, go to Verse 530.

273

CONGRATULATIONS! You've completed your Quest.

Discard the Enemy Army and its Order card.

Place the **"Resplendent Tuathan"** Location card (**398**) on the table. Move all Characters to this new Location. Discard all other Locations and Menhirs.

Gain the **"Trapped!"** Secret card (**26**).

Remove your Active Quest card from the game.

Find and resolve the **Chapter 14: Part 3** card. Do not change the structure of the rest of the deck.

Exploration ends.

275

You feel their tasty secret inside you. It's nourishing. In return, you tell the traveler everything they wish to know about your masters and Tuathan. While humans think them to be powerful, your former masters are pathetic – they lack human ambition. Avalonians have long held the ability to bend the wyrdness to their will – and they use it to satisfy all their needs and dreams. They fell into the trap of sloth and hedonism. They stopped reaching higher, content with what they had. For a brief moment, an ambitious ruler arose, his three eyes turned beyond the stars, but he was killed, as he demanded too much obedience and effort. The human invasion was the first thing to awaken the Avalonians from their slumber. Thanks to your kind, they evolve once again.

New knowledge nestles in the traveler's mind, along with scraps of other secrets.

Each Party member gains 2 Magic and 1 . Gain the **"Forgotten Prisoner"** part **2** status. Exploration ends.

280

Go to Verse 550.

281

Using every trick in your book, you manage to get them to safety. Their acting commander, a scarred sergeant, comes to her senses and helps you instill some order.

Each Party member gains 1 Exp. Gain the **"Valiant Defeat"** part **5** status. Go back to Verse 14 in the Chromatic Springs (**313**) Exploration Journal.

285

Lancelot is surprised by your request. He can't deny the Judgement to any man or woman brave enough to die for what they claim is right.

Bors gets down from his horse and unsheathes his greatsword.

"I will fight for our brotherhood," he says.

If there's more than one Character in the party, pick the Character who will enter the Encounter alone. Then, resolve the **"Allmother's Judgement"** gray Encounter in **Verse 364**.

286

He leads you into a dark alleyway, where three other hooded people await. They insist on blindfolding you.

Gain the **"Concerned Citizens"** part **1** status.

- **Refuse to wear the blindfolds** – go to Verse 190.
- **Accept the blindfolds** – go to Verse 331.

287

The knights jeer your feeble attempts. When you fall, Lancelot stands over your battered body and rips the Royal Executor's crest from your clothes. Then, the knights depart in silence.

Discard Secret card **55**. Discard any markers from this Location. Gain the **"Adversaries"** part **2** status.

Exploration ends.

288

As Bors falls, the Knights of the Round Table can't believe their eyes.

"You cheated," says Lamorak. "An upstart like you could never defeat Bors in a clean fight!"

"Unless guided by the hand of the Allmother," Lancelot says quietly.

There's a long silence. Then, one by one, the knights jump into their saddles and ride off.

Each Party member gains 1 Exp. Discard any markers from this Location. Gain the **"Adversaries"** part **2** status.

Exploration ends.

290

Your men make quick work of the brigands. Their bodies are piled under the lone rock and left to rot. Some of your men are balking at this violence against their former brothers in arms, but most see it as a necessary justice.

Each Party member with 1 or more gains 1 . The Commander gains 1 Rep. Exploration ends.

297

"Is that so?" her eyes narrow.

"Give me proof that things are any different! Prove you give a rat's ass about what I think, and you're not just mindlessly parroting what Arthur told you to say. What was my finest achievement in Kamelot? I told you this a moment ago."

Do you remember what it was?

- **Creating a magic arc lamp** – go to Verse 5.
- **Studying the anatomy of the dead** – go to Verse 67.
- **Translating a Fomorian tome** – go to Verse 83.
- **Finding out the Picts are about to rebel** – go to Verse 96.
- **Summoning a demon** – go to Verse 132.

300

Place one large marker on your Location card. If there are two or more markers there, go to Verse 696. Otherwise, read on:

"No, you fool!" Merlin shouts, as your rune begins to crackle and smoke, destabilizing the circle even further. "The lines overwri "

The spirit wails again, drowning out the rest of his sentence. You quickly erase the last rune, ignoring the searing pain it causes you.

Each Party member loses 1 . Go back to Verse 477.

309

This time, the enemy doesn't plan to crash against your walls. Giant winged shapes fall from the sky. Doomwings! They drop several Reclaimers along the wall, who immediately drive their resonating rods into the stone. The wall begins to warp and buckle, stones flowing like thick tar.

Who do you send to stop them?

- **Send the Red Shields to fight off the doomwings** (requires Secret card **83**) – go to Verse 334.
- **Send the Knights of Tintagel to fight off the doomwings** (requires Secret card **100**) – go to Verse 429.
- **Meet the Reclaimers face to face** – *You can't be present all along the wall to chase off the doomwings, but you can tackle the Reclaimers they drop.* Go to Verse 445.
- **Do not risk losing anyone** – *The wall is lost.* Remove 1 large marker from this Location, go to Verse 451.

310

You can't bring yourself to dig here again...

Gain 1. Exploration ends.

312

Go to Verse 369.

315

You spend some time with the tribe, growing to appreciate their hospitality. Over time, you realize that even though you're the only survivor of your entire nation, you're not that different from other people who found shelter in Avalon. Many of them are the only survivors of their clans or their kingdoms, cities, or families. You realize you were entirely too focused on what differentiates you from the other settlers and not on the common grounds. You were looking for your people to find a home, but you already had one among other survivors and wanderers.

In the end, though you taught several tribe members some basic phrases and wrote them a letter they could show at Northpost to be allowed to trade, you wonder whether this work didn't teach you more than them.

Naazer gains 5 Exp. Gain the **"Reconciliation"** part **6** status. All Party members pass for the rest of the Day. Exploration ends.

317

Some invisible force tugs at the part of you that's beyond the edge of the hole. Something is trying to rip you in two. The sensation is extremely painful and causes you to recoil in terror.

Each Party member gains 1 and loses 1. Exploration ends.

319

Your decisive action helps save most of your force. The dawn finds you exhausted and sleepy, wading through the thick, lower layer of the forest, away from the barbarian settlement.

The Commander loses 1 Rep. Each Party member loses 1.

Exploration ends.

321

Merlin shakes his head in disappointment. He proceeds to weave a spell that drains even more energy off his weakened body.

If you **have** the **"Grave Wound"** status, go to Verse 40.

Otherwise, gain the **"Grave Wound"** status and go to Verse 351.

323

Reveal all Secret cards of the Enemy Army.

Finally, the enemy army marches forward, ground trembling under the weight of their wyrdsteel armor.

If you **don't have** the **"Defense of Tintagel"** part **4** status, go to Verse 309. Otherwise, read on:

Many of the enemy soldiers fall down the concealed pits and die impaled on spikes or struggle to climb out.

Discard one random Melee Unit from the Enemy Army and place 1 large marker on this Location. Go to Verse 309.

325

The structure is fortunately empty. Guided by thoughts that are not your own, you locate a small set of angular plates of opalescent metal that you know as wyrdsteel. With them, you return to the lady.

Gain the **"Wyrdsteel Keys"** Secret card (**6**). Then, read on:

If you understand her correctly, you have to push these plates into an angular indentation at the back of her mask. However, none of them seem to fit. Your thoughts boil again. Four. You are meant to use four, creating a solid filling. If you attempt to insert the wrong plate, the lock will raise the alarm.

Go to Verse 600.

327

If you **have** the **"Valiant Defeat"** part **2** status, draw one more card at the start of this Encounter. If there's only one Character in play, draw one more.

If you win, go to Verse 281. Otherwise, Exploration ends.

Hint: You can return later, but do not take too long, or someone else might discover them!

329

You walk along the moat, each step lighter than the previous one. The dark gate breathes cool air in your face, filled with unearthly scents. As you prepare to walk in, Arthur stumbles out of the dark, laying you flat on your back. The impact quickly sobers him.

"What are you doing here! I gave you an order," he barks. "I was almost lost. You would never manage to get out of this place."

Gain the **"Fall from Grace"** part **3** status. Read on:

As he speaks, you fight the urge to walk around him and into the castle. Arthur grabs you by the arm and hurries you in the opposite direction.

"Don't look back," he says, his voice trembling. "I reached the main chamber. I've seen it... It was too beautiful to touch. But now I know what we were lacking. My father Uther and I, we built an empire. There was Camelot. There was a Round Table. But one thing was missing. And this... this incompleteness made us vulnerable. There may still be a chance to fix that. The Lady... she taught me how..."

He stops and turns to you.

"We need to leave this place."

Remove the red marker from this Location and replace it with a large marker.

New Task: Leave this Location.

Exploration ends.

331

The group leads you through the back alleys of Tintagel for a very long time. Then, you walk down a narrow flight of stairs, and feel an underground chill. When they finally remove your blindfolds, you're in a dark room, a fat man in a golden mask sitting in front of you. He says he represents an influential group disappointed with Arthur's rule and his handling of the campaign in Avalon.

They will pay well for all confidential information about the king and his actions – especially if it's something that could help turn people against him. Seeing your expression, the man is quick to add that their plans will not endanger the citizens of Tintagel or any humans in Avalon. His two servants bring in a chest full of silver and golden coin from the Homelands.

"If you agree, we can give you a rather pleasant advance for your future services."

- **Ask him what's wrong with Arthur's rule** – go to Verse 22.
- **Accept** – go to Verse 57.
- **Decline** – *There are six armed men around you. This could get ugly.* Go to Verse 612.

333

A large circle of wagons soon appears in front of you. A heated argument is ongoing in the middle of it – two groups of wagon drivers and camp hands square off against each other. A bald storyteller, scroll tubes hanging from his robe like grapes, tries to break the argument with an eloquent speech that no one seems to be listening to.

- **Approach them** – go to Verse 229.
- **Leave** – Exploration ends.

334

Discard the **"Red Shields"** Secret card (**83**), discard the **"Doomwings"** Secret card (**86**) from the Enemy Army and place one large marker on this Location. Go to Verse 451.

335

As you approach her cage, the Pale Lady rises. In several places, her skin is broken with wounds. She extends her arms, each with an additional elbow, in a welcoming gesture. Only after a moment you realize she presents you with barely visible manacles, made from a semi translucent, strange substance. A mask of the same substance covers her face.

You quickly discover these bindings are impervious to every tool and weapon in your possession. The woman nods gently, bringing your attention to something behind her. You walk around the prisoner and notice that the mask has a flat lock with an angular indentation.

The Pale Lady bombards your mind with strange feelings and concepts that flow into one another, like a dream. Key! She wants you to open the mask. She nods in the direction of a nearby structure, resembling the guard tower.

- **Search the guard tower** – go to Verse 325.

337

Searching the coastline, you discover a trail left by heavily laden carts and pack animals. It leads east, toward a nearby young forest.

Each Character gains 1 Exp.

New Task: Look for Morgaine in nearby Locations.

Exploration ends.

340

You relay to the king the story of how you shaped and influenced the wyrdness in the real world through your dreams. Arthur's eyes light up strangely. He thanks you for your story and says it has dispelled many of the doubts that were troubling him.

Gain the **"King's Favor"** part **2** status. Then, choose one.

- **Tell him you can escort him to the tower** – go to Verse 370.
- **You have nothing to add** – go to Verse 750.

342

You manage to slip into the building unnoticed. Inside, you see a table with a wyrmhide map hanging from it. The chieftain sleeps on a bed nearby. Suddenly, he turns his head toward you, his eyes opened. You freeze in terror, but his face remains motionless. Does he see you in this darkness? Or is he still asleep?

- **Wait a moment and then continue** – go to Verse 233.
- **Stay frozen for a long while** – go to Verse 423.
- **Stay frozen until the pain becomes unbearable** (each Party member sets their to 0, loses 1 and gains 1) – go to Verse 92.

343

You bring in workers and soldiers with tools, forcing them to work all day.

Gain 3 Wealth. Place a Time Token on the **"Last Outpost"** Location (**311**).

Exploration ends.

344

The walls are now so close you can peer inside, where schools of small fish swirl in the black waters. You are hit by a gust of wind the last air being squeezed out of this chasm.

You can only do one more thing.

Each Party member gains 1 . Then, choose one:

- **Attempt to keep the gem in its socket by force** (requires at least 2) – go to Verse 19.
- **Use your magic to reconnect the gem with the column** (pay 1 Magic) – go to Verse 72.
- **Put the gem into the opening at the top of the column** – go to Verse 85.
- **Push the gem into the hole in the base of the column** – go to Verse 117.
- **Push something else into the empty gem socket** (requires at least 1) – go to Verse 135.
- **Look for hidden switches or controls** (requires at least 1) – go to Verse 192.
- **Throw the gem right into the advancing wall of water** – go to Verse 220.

351

Darkness and chaos envelop you. When your vision returns, you're at the edge of the battlefield. Merlin is nowhere in sight, but at least you can now get as far from the battle as possible.

Discard the **"Trapped"** Secret card (**26**).

Attach Locations **312** (Extruded Plains), **313** (Chromatic Springs) and **315** (Failed Landing) to the appropriate edges of your current Location (Eye of the Storm). Then, attach Location **310** (Redwood Windfall) to the appropriate edges of Locations **312** and **313**.

Remember: For now, you cannot reveal or attach any more Locations, as they are not in range of an Active Menhir! Until you manage to find a Sanctuary to rest in, or activate a Menhir, you will suffer consequences outlined in the rules section of this Exploration Journal.

CONGRATULATIONS! You've completed your Quest.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 1**: **Part 5** card. Do not change the structure of the rest of the deck.

Exploration Ends.

355

The voyage is long, but uneventful. Due to the stormy sea and strong currents, the captain refuses to take you all the way to the cove filled with the wrecks of the unfortunate Tintagel supply fleet. Instead, she lets you off on a quiet part of the coast near the barbarian village in Stiltwood.

"Come to me as soon as you have him!" she says. "I will take you back to the cove."

Go to Verse 778.

357

This time, Arthur is not in his quarters. Instead, one of the servants brings you to a field hospital. You enter one of the long tents, choking on the smell of blood and fetid wounds, and you watch the embittered king making rounds, talking to soldiers, comforting the dying. When he finishes and notices your presence, he comes closer, his face overcast.

"While you were gone, we had another battle in the east, as we foiled the movements of an army that planned to assault Tintagel. A close victory, dearly paid for in blood. It's good you managed to break the stalemate at Hanged Man's Rock. The sooner we move to a more de fensible location the less we will have to see... that."

His hand points to the rows of dying and wounded. Then, he sighs and turns back towards the entrance.

"Now, let's get back to the war room. There is something I need to show you."

- If you're playing **Chapter 5**, go to Verse 615.
- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

360

The lock clicks. The mask falls, and the prisoner shouts, turning her man acles to dust, and bursting open the cage like an overripe fruit. The com mand the Pale Lady has over wyrdness is truly astounding. She hurries you along and you run to the edge of the fort, walls and structures opening up before you like pieces of parchment burned through by candle flame.

Discard the **"Wyrdsteel Keys"** Secret card (**6**). Then, read on:

You almost reach the edge of the fort, when sudden light pierces the wyrd ness around you. Shielding your eyes, you look towards its source, and see an outline, forming in the air not far from the cage. A many limbed, flickering, unstable apparition, extending a pair of radiant wings.

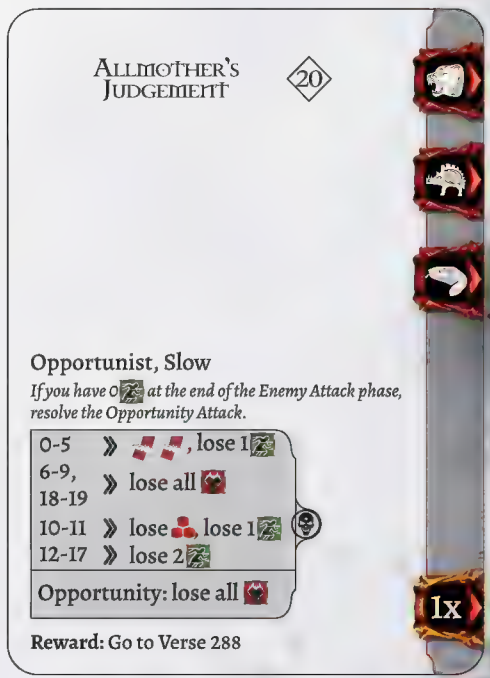
The thing that killed Merlin!

Go to Verse 672.

364

You cannot Escape or interrupt this Encounter in any other way until you win or lose. If at any point during this Encounter your drops to 0, set it to **"1"** instead and go to Verse 287.

If you win, go to Verse 288.


Allmother's Judgement
20
Opportunist, Slow
If you have 0 at the end of the Enemy Attack phase, resolve the Opportunity Attack.
0-5 » , lose 1
6-9, 18-19 » lose all
10-11 » lose , lose 1
12-17 » lose 2
Opportunity: lose all
1x
Reward: Go to Verse 288

367

Terror and cruel repressions lead to an open rebellion in the camp. For several hours, angered workers burn their tools and piles of construction wood.

Yvain eventually manages to bring order back, imprisoning some of the worst offenders. From the look on his face, it's not hard to discern he isn't exactly thrilled with your actions...

Each Party member loses 3 Rep. Exploration ends.

368

Eerie quietness falls over Tintagel. It is time. They're coming!

Replace the **"Quiet Tintagel"** Location card (**385**) with the **"Besieged Tintagel"** Location (**387**). Move all models, including the Menhir (if present) to this new Location.

If you **have** part **1** of the **"Defense of Tintagel"** status, you've prepared the Archers. Place 1 large marker on this Location for every **"Archers"** Unit you have.

If you **have** part **2** of the **"Defense of Tintagel"** status, you've prepared the Footsoldiers. Place 1 large marker on this Location for every **"Footsoldiers"** Unit you have.

If you **have** part **3** of the **"Defense of Tintagel"** status, you've prepared the cavalry in the forest. Discard the **"Cavalry"** Unit.

Go to Verse 374.

369

An older woman laughs at you and the storyteller. "No, you dimwits! He was called Cuanacht, so he was. Cuanacht of the Wind Age. I come from lands where people still make a feast in his honor once a year."

"Yes, I do seem to remember now!" The storyteller's face brightens, as he turns to you. "I'm sorry, friend. This woman is right. Cuanacht! That's who he was."

People cheer, repeating the name. For you, it sounds much more familiar than it should. Almost like... home?

Remove the **"Quiet Plain"** Location (**351**) from the game and replace it with the **"Young Farmhold"** Location (**354**).

Each Character gains 1 Rep.

Exploration ends.

370

The king laughs, raising Excalibur in its magical scabbard.

"Don't worry, the witchblade will keep me safe. It has cut down many enemies on the battlements of this fort and on the fields outside. No. If there's any danger, it lurks here. My departure needs to be as discreet as possible, if we're to avoid panic in the court. I go alone. And you you have other things to focus on."

Go to Verse 750.

371

The horned creature does not attack. It appears to be waiting.

Gain the **"Huntsmen"** part **1** status. If **Special Event R** is revealed, go to Verse 125. Otherwise, choose one:

- **Attempt to communicate with the creature** – go to Verse 65.
- **Attack it** (only if **Special Event R** is not revealed) – *You've heard hair raising stories about the servants of the Stagfather. Whatever it's doing here, it can't be good.* Go to Verse 468.
- **Leave** – Exploration ends.

373

Swindling these simpletons is as easy as taking a candy from a baby. They solemnly listen to your short speech about the duty and the survival of humankind. Then, they give up their wares, with only one or two mentioning their poor families.

If you **don't have** the **"Fall from Grace"** part **5** status, gain 8 Food and 1 non-Companion Item. Gain the **"Fall from Grace"** part **5** status. Exploration ends.

374

Before you are able to glimpse even a single Avalonian warrior, a thick cloud of wyrdness heralds their arrival. The opalescent tendrils begin to engulf the wall and everyone standing atop.

- **Order archers to loose arrows into the cloud** (requires the **"Archers"** unit card or the **"Defense of Tintagel"** part **1** status) – *You hope at least some of them will find their marks.* Go to Verse 377.
- **Leave the wall and run to empower the menhir** (pay 6 Magic reduced by 1 for each point of your) – go to Verse 410.
- **Order your army to fall back from the wyrdness** – *They retreat to safety, giving the ground to the enemy.* Go to Verse 323.

375

The evening in the camp is silent and uneventful. You wander between the tents for a while and then walk up to the cliff's edge. You look south, at a long beach down below. The sun sets in the west, behind clouds of wyrdness, its last rays painting the sea red. Suddenly something begins to glow on the beach below. Bright letters of unknown language manifest before your eyes. You want to step forward. Bask in their radiance.

Then, cloud obscures the setting sun. The letters disappear, and the world feels cold and empty without them. You shake your head. Did workers fall prey to the same strange phenomenon?

New Task: Investigate beaches under the cliff.

Gain the **"Building the Future"** part **4** status. Each Party member gains 1 Magic. Exploration ends.

377

Hundreds of arrows fly into the mists, as you try to keep the archers in line despite the wyrdness that begins to surround you.

Roll a die, add your , and add +1 if you have part **1** of the **"Defense of Tintagel"** status.

1-5 – *The archers break quickly and fall back.* Remove 1 large marker from this Location.

6-8 – *You manage to keep firing for a considerable amount of time.* Place 1 large marker on this Location.

9+ – *You stand like a stone wall, inspiring other soldiers in Tintagel.* Place 2 large markers on this Location.

Regardless of the result, go to Verse 323.

378

Resolve the special **"Mob of Builders"** gray Encounter in **Verse 413.**

400

Go to Verse 550.

405

"Wrong!" Morgaine says. "If that's all you had, turn back and stop pestering me."

Gain the **"Unwelcome Guest"** part **2** status. Then, choose one:

- **Use your diplomatic skills to sway her** – go to Verse 675.
- **Leave** – Exploration ends.

409

After what feels like an eternity, Arthur emerges from the entrance, swaying and confused. He slowly walks up to you with distant eyes.

"Now I know," he whispers, his voice almost drowned out by the crickets and dragonflies. "We were never complete."

As he speaks, you fight the urge to walk around him and into the castle. Arthur grabs you by the arm and hurries you in the opposite direction.

"Don't look back," he says, his voice trembling. "I reached the main chamber. I've seen it... It was too beautiful to touch. But now I know what we were lacking. My father Uther and I, we built an empire. There was Camelot. There was a Round Table. But one thing was missing. And this... this incompleteness made us vulnerable. There may still be a chance to fix that. The Lady... she showed me how..."

He stops and turns to you.

"I now know what to do. We need to leave this place."

Remove the red marker from this Location and replace it with a large marker.

Gain the **"King's Favor"** part **3** status.

New Task: Leave this Location.

Exploration ends.

410

If there is no Active Menhir in Tintagel, remove 1 large marker from this Location and go to Verse 323.

Otherwise, read on:

By now, rekindling menhirs is second nature. However, this time you use more power than usual. Wyrdness recedes, coiling like leeches under a hot iron. The enemy army is now in clear view. It is one of the largest forces Tintagel has ever seen. You hope your defenses will prove enough...

If you **have** the **"Defense of Tintagel"** part **4** status, place 1 large marker on this Location.

Go to Verse 323.

411

After a moment, you notice a shape that seems to be growing fast, dashing along the seabed towards you. You barely have time to prepare yourself when an enormous creature resembling a horseshoe crab leaps out of the water and into your dry enclosure.

Resolve the special **"Abyssal Arthropod"** purple Encounter in **Verse 444**.

412

The argument is settled. The farmhold will stand in this place, right in the middle of nowhere. There's only one last matter to decide: its name. People start suggesting various names related to Arthur, his knights, or Merlin and his apprentices. One person even suggests it could be named after you, since you helped them decide.

"No!" the bald storyteller opposes. "If we name our towns and lands only after the heroes of today, who will remember the Homelands a hundred years from now?"

"So, whaddya propose?" one of the farmers says.

"I once heard a story of a great hero of the Wind Age. When the storm striders swept through the known lands, destroying town after town, and city after city, this hero enlisted the help of the tribe of Dannan and kept defending his kingdom for three long years, until it was the only known realm to survive. This tenacity, this stubborn survival is what we need most in Avalon. We should name this place after him."

"What was he called?"

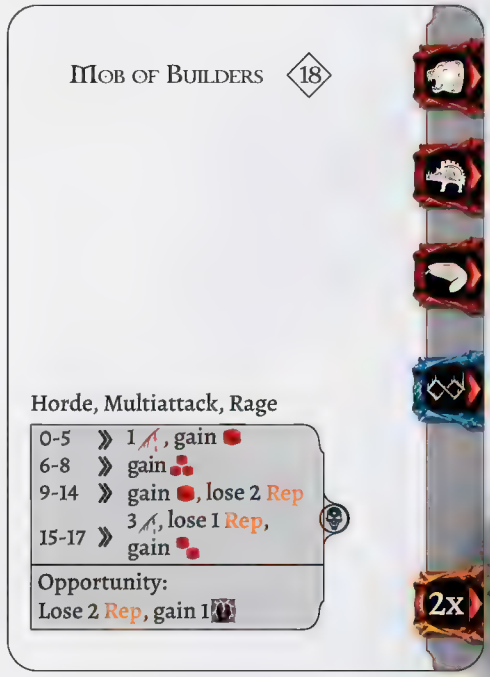
"I..." The storyteller scratches his bald head. "I think I forgot".

Some people burst into laughter, but not you. You've heard this story a long time ago, in the Homelands, and the name seems to return to you through the haze of time.

- **Cutanach...** – go to Verse 136.
- **Cuntacha...** – go to Verse 188.
- **Cuonacht...** – go to Verse 218.
- **Cuanacht...** – go to Verse 263.
- **Connacht...** – go to Verse 312.

413

If you win, and if there's a red marker on this Location, remove the red marker and go to Verse 367. Otherwise, Exploration ends.



415

The archdruid consumes some mind expanding mushrooms and uses your arcane power to direct his visions. The process is long and excruciating, but at least it gives you something to work with.

According to the divination, one idol was recently somewhere in the south-western part of the island, held by people of ill intent, near the place where the sea and the land switch places. The second idol is surrounded with the noises of a big city and a ring of stone. The third idol lies quiet and forgotten, in an old stone building without windows on the eastern coast of the island.

Exploration ends.

416

Lancelot moves closer and looks you deep in the eyes.

"Perhaps you're right," he says. "I now see something in you I haven't noticed before. A potential for good. Somehow, I feel that one day, be it tomorrow or in a hundred years, the Round Table may need you."

There's a long silence.

"We will be watching," Lancelot says and rides off. The other knights follow him.

Gain the **"Adversaries"** part **2** status. Each Party member gains 2 Exp and loses 1.

Exploration ends.

417

You're able to climb the table and peer at lines scribbled with soot on the back of ta wyrm's skin. Judging from the crudely painted landmarks, this seems to be a map. Black crosses mark several places.

A plan of attack? No, many regions of southern Avalon, devoid of human presence, are also crossed out. It looks like they were looking for something – and so far, they probably failed to find it.

Suddenly, you are able to piece everything together. Their children! They must have been taken as hostages. The only part the giants haven't checked so far are the highlands beyond Tintagel known as the Titan's Steps. You've heard there's a significant enemy presence there – and that's where you should look.

Go to Verse 180.

418

You try to sway the knights with your best arguments.

If you **have** the **"Legacy"** part **7** status, go to Verse 416. Otherwise, read on:

Resolve the **"False Accusation"** blue Encounter (Difficulty 3). You may not Avoid this Encounter.

If you win, go to Verse 419.

Otherwise, ignore the Failure rules listed on the card and go to Verse 421.

419

Eventually, you are able to make them see your point. Lancelot looks ashamed.

"You're right," he says. "Treating you this way was unknightly. But you have to understand: your presence at Arthur's side is worrying..."

There's a long silence.

"We will be watching," Lancelot says and rides off. The other knights follow him.

Gain the **"Adversaries"** part **2** status. Each Party member gains 1 Exp.

Exploration ends.

420

Your fear gives you wings. You scramble up the wet rock while the corridor grows narrower and narrower until – somewhere halfway through – cold water crashes into you from both sides.

The sea spits you out, mangled and half-drowned. Each Party member loses 2, 3 and gains 1. Exploration ends.

421

The knights are unbending. Your words fall on deaf ears. Eventually, they grab you, and Lancelot rips the Royal Executor's crest from your clothes. Then, the knights depart in silence.

Discard Secret card **55**. Gain the **"Adversaries"** part **2** status.

If you **have** any Units, they disperse – discard them.

Exploration ends.

422

You wait on the beach, surrounded by shallow grooves filled with seawater. Finally, evening comes and paints the skies of Avalon red as the sun sets slowly behind the clouds of wyrdness hanging above Tuathan in the far west.

As the light of the setting sun passes through these boiling, opalescent vapors, and touches your skin, it seems to shimmer and cause a strange tingling. In these lights, filtering through a curtain of wyrdness like candlelight through a sheet, the beach's water filled grooves begin to glow suddenly.

Soon, radiant signs and letters are all around you, pushing foreign words into your head and causing ecstasy, as if you imbued all the beautiful stories of the world concentrated into one, powerful transmission.

It is far too much. You lose consciousness.

Each Party member gain equal to their . Go to Verse 449.

423

The wait is long and uncomfortable, but once you're sure the giant won't move, you resume the search.

Go to Verse 417.

424

You make your rounds, looking for any signs of trouble. Nothing seems to be happening in the camp. There's no need for you here today...

Place a Quest Token on the **"Quiet Tintagel"** Location (**385**).

Exploration ends.

426

"It is to you I owe my thanks," Drystan says. "You distracted her enough for me to make my move. And now that the hag is dead..."

"Is she, now?"

You feel sudden cold. Morrigan's head speaks, lying on the floor in a puddle of black blood.

"Fools! I will not forget this. The humans of Avalon will come to rue this day, even if it takes me a thousand years to rule over them! As for you, rat..."

Morrigan begins to scream, and you know you have no choice but to run away.

Go to Verse 587.

427

Standing atop a high rock, you begin your grand speech, trying to bolster the hearts of the soldiers around you.

Resolve the special **"Rousing Speech"** Encounter in **Verse 487.**

429

Discard the **"Knights of Tintagel"** Secret card (**100**), discard the **"Doomwings"** Secret card (**86**) from the Enemy Army, and place two large markers on this Location. Go to Verse 451.

430

The boy cries with fear once he understands what you are about to do. Still, your heart is unflinching. Justice is served, and soon everything is quiet once again.

Each Party member with 1 or more gains 1 . Gain the **"Valiant Defeat"** part **6** status.

New Task: Report your actions to the sergeant.

Exploration ends.

435

You find Arthur as he finishes sealing an official decree.

"I intend to put all the Stagfather's followers out of the bounds of law," the king explains. "There's no place for this cult in our future Avalon. You did well, helping bring them down. Nimue was also quite impressed she sends her regards. She's not sure the Stagfather will ever die, even though we defeated his Avatar, but these days I'll glad ly take even a partial victory. Now, let's go to the war map. There is something I need to show you."

- If you're playing **Chapter 5**, go to Verse 615.
- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

439

Soldiers help you displace horrific creatures hiding under the piles of bodies, but many of them put up a fierce fight. There are casualties. All the time, you keep looking towards Tuathan, but at least it seems no enemy army is coming. Perhaps the menhir's aura shields you from their eyes or they're simply busy elsewhere.

Soon, the pyres are ready, and you set them alight one by one. Then, you make a short speech. Though the soldiers are tired, they seem to appreciate the feeling of closure brought by this ceremony.

Each Party member loses all and Passes for the rest of the Day. Each Commander gains 1 Rep and then 1 Rep for each point of their . Gain the **"Eternal Rest"** part **1** status.

Exploration ends.

440

Finally, you see her clearly bound in strange, translucent chains, crouched under an organic-looking irregular dome in the middle of the enemy's wyrdstone fortress. Above and beyond her, in the clouds of wyrdness, a towering dolmen looms.

The Pale Lady somehow notices you. She makes a gesture with her head, pointing to the camp surrounding her. What does she mean?

- **Try to influence the world around her** (requires at least three parts of the **"Dream Master"** status) – go to Verse 3.
- **Keep watching her** – go to Verse 61.

442

Everything seems clear as day. The bandits or barbarians assaulted the ship that belonged to the king's sister, and then kidnapped her. You have to save Lady Morgaine!

Gain the **"Case Solved"** part **2** status.

Go to Verse 337.

444

If you win, gain the **"Strange Encounters"** part **3** status. Then, go back to Verse 8 of the **"Inverse Fjord"** (**317**) Exploration Journal and make another choice.

Otherwise, Exploration ends.

445

You charge at the Reclaimers.

Resolve the **"Reclaimer"** purple Encounter (Difficulty 4). You cannot Escape from this Encounter or interrupt it in any other way. If you win, go to Verse 446. Otherwise, read on:

They beat you back and manage to deal considerable damage to the walls before they are disposed of.

Remove one large marker from this Location. Go to Verse 451.

446

Discard the **"Reclaimers"** Secret card (**86**) from the Enemy Army and place 1 large marker on this Location. Go to Verse 451.

448

You've made peace with your past. The memories of time spent with your family, the smiles, the almost forgotten warmth, the afternoons spent in the gardens of your home, back in the Homelands they will always remain an essential part of you, untarnished by the bitter end. And perhaps in time new memories will take place among them.

If you **don't have** the **"Reconciliation"** part **5** status, **Thebalt** gains 5 Exp. Gain the **"Reconciliation"** part **5** status. Exploration ends.

449

The midnight tide wakes you, its ice cold water slowly creeping up your body that lies stretched on the beach. In the dim light of the moon. The sand is once again just regular sand in the darkness, and the radiant glyphs are gone. What caused them? Was it the work of an enemy who tries to sabotage the construction effort? Or is it an unknown natural phenomenon, caused by some interaction of sunlight and wyrdness? You have a lot to think about, but first, you need to disarm the threat.

- **You should plough the beach and destroy the symbols** – go to Verse 480.
- **You should return and warn workers they shouldn't look down the cliff during the sunset** – go to Verse 526.

450

Roll a die. If the result is 6, go to Verse 133. On any other result, read on:

The impenetrable blackness sucks the light in, but when you close your eyes, you feel the air is moving out of the hole, not into it. You stand for a while in this strange breeze, your eyes shut, until you begin to fill with smells, sounds and sensations from other lives and other worlds.

Each Party member may pay 1 to gain 1 Magic. Exploration ends.

451

If you **don't have** the **"Defense of Tintagel"** part **3** status, go to Verse 456. Otherwise, read on:

Place one large marker on this Location. Add one more marker if you have the **"Defense of Tintagel"** part **5** status. Then, roll a die and add your :

1-3 – *Cavalry strikes the surprised enemy from the rear. Unfortunately, they pay dearly for this daring charge.* Go to Verse 456.

4+ – *Cavalry strikes the surprised enemy from the rear and manages to push through all the way back to your lines.* Gain one **"Cavalry"** Secret card (**76**). Go to Verse 456.

455

You make your way onto the rock and approach the women with one hand on your weapon. Shivering in their ill suited, light clothes, they explain they were traveling aboard a pleasure barge that was sent to improve the morale of the army. When it crashed, they managed to swim to this rock. They're hungry, cold, and afraid of the wyrdness covered shore.

- **Point them to a safe place** (requires the **"Valiant Defeat"** part **2** status) – go to Verse 48.
- **Leave for now** – *They ask for some food, and you find it hard to refuse them.* Lose 1 Food. Exploration ends.

456

Panic spreads through Tintagel as its citizens realize this time their fort might fall. Struggling against the waves of panicked people, you see a large breach in the wall, four armed shapes flooding into the fort.

- **Lead your footmen into the breach yourself** (requires any Melee Unit) – go to Verse 481.
- **Stay back and command your footmen from the rear** (requires any Melee Unit) – go to Verse 483.
- **We have no army to spare!** – remove one large marker from this Location and go to Verse 492.

467

You make your rounds, looking for any signs of trouble. Nothing seems to be happening in the camp. There's no need for you here today...

Place a Quest Token on the **"Quiet Tintagel"** Location (**387**).

Exploration ends.

468

It rises up in the air, howling like a wolf on the hunt. Clouds of strange mist quickly start to converge upon you.

Resolve the **"Mistbearer"** green Encounter (Difficulty 4). Regardless of the result, gain the **"Huntsmen"** part **2** status and read on.

The creature retreats, gravely wounded. Somehow, you're certain it will be back.

Exploration ends.

471

Ysabeau lives in a small hut on the edge of the asylum, her once beautiful face covered with red cloth and her hands wrapped in blooded bandages.

As soon as you see her, you fall into each other's arms and hug silently for a long time. After that, she wipes away a tear and reveals a truth that hurts you no less than your sickness did.

She says she never saw much of life. Raised and sheltered in a noble family, she was married to you as a young girl. While your knightly duties in the capital occupied you, she stayed behind in the vast, empty estate. She tried to be a good wife, since you were always kind and respectful, but thoughts about everything she was missing out on were slowly eating her from the inside. In all the years you spent together, you failed to notice her mounting despair. All you had to do was ask. But you never did.

Finally, as the ships sailed for Avalon, she hoped for a new life, a new beginning in a new land. That's why, when your symptoms began to show, she didn't think twice about reporting you. Since this was what the law required, convincing the children to accept her choice wasn't difficult.

With a voice strained by sickness and the weight of this confession, Ysabeau asks for your forgiveness.

- **Forgive her** – *Perhaps you were meant for this, not for your previous life.* Gain the **"Reconciliation"** part **3** status. Go to Verse 490.
- **Ask for her forgiveness** – *Perhaps you were not as good of a husband as you thought you were.* Gain the **"Reconciliation"** part **8** status. Go to Verse 490.
- **Leave her in misery** – *You can understand her point, but being betrayed by your closest one is too painful to forget.* Gain the **"Reconciliation"** part **4** status. Go to Verse 490.

475

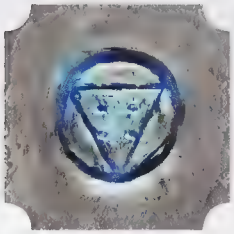
Go to Verse 550.

477

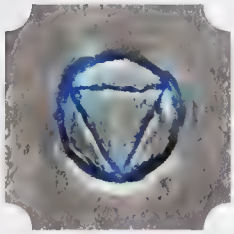
Trying to ignore the wailing of the spirit and Merlin's loud curses, you take a look at the runes. There's nothing left of the last rune in the se quence, and Merlin's hands are full. You'll have to figure it out yourself...

Choose the rune that would complete the **"Merlin's Runes"** Secret card (**60**). Then, go to the Verse number indicated next to your answer.

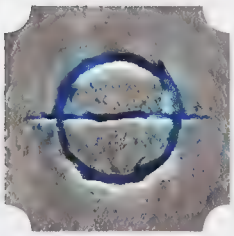
25



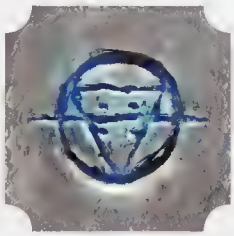
201



70



300



479

"Ah, yes. You humans and your love of schemes and mind games. You're in the wrong place, cur. Morrigan does not negotiate with mortals."

- **Ask her about her plans** – go to Verse 609.
- **Fight her** – go to Verse 599.

480

You cut down some heavy tree branches and drag them up and down the beach, erasing the glyphs. Destroying them makes you inexplicably sad, but every damaged symbol seems to release the tiniest whiff of magic. Some of it clings to you.

Each Party member gains 1 Magic for each point of their . Gain the **"Building the Future"** part **6** status. Each Party member Passes for the rest of the Day.

New Task: You should return to Yvain and report your success.

Exploration ends.

481

Place one large marker on this Location. Place one more if your or or is 4 or higher.

If you **have** the **"Defense of Tintagel"** part **1** status, go to Verse 491. Otherwise, go to Verse 492.

482

The men cheer your name. Naysayers grow quiet and retreat. You know not everyone will follow you out into the wilderness, but you should be able to raise enough force to reach Tintagel.

Gain the **"Desperation"** Secret card (**72**). Then, choose one:

- **Raise a single Unit** (requires at least 3 parts of the **"Survivors"** status and one part of the **"Weaponry"** status, only if you **don't have** any Secret cards **75**) – gain one Secret card **75**. Go to Verse 484.
- **Raise two Units** (requires at least 5 parts of the **"Survivors"** status and two parts of the **"Weaponry"** status) – gain two Secret cards **75**. Go to Verse 484.

483

Place one large marker on this Location. Place one more if your or or is 4 or higher.

If you **have** the **"Defense of Tintagel"** part **1** status, go to Verse 491. Otherwise, go to Verse 492.

484

If you're playing **Chapter 3**: **Part 3**, go to Verse 520.

Otherwise, Exploration ends.

487

If there's only one Character in play, mark the topmost slot of the Affinity track with a Quest marker – you need 1 less in each Stage.

If you win, each Party member gains 1 Exp.

Otherwise, place a red marker on this Location.

Regardless of the result, go to Verse 720.

490

If you **have** the **"Reconciliation"** part **1** and part **3** status, go to Verse 448.

If you **have** the **"Reconciliation"** part **1** and part **8** status, go to Verse 448.

If you **have** the **"Reconciliation"** part **2** and **4** statuses, go to Verse 499.

Otherwise, read on:

Everything you went through, and everything you did, brought you no closer to a decision. Though you feel you should forge a new path for yourself, the past is too precious to let go. The moments, the smiles, the almost-forgotten warmth keep returning to torment you. Or perhaps – this torment is simply what being human should feel like?

If you **don't have** the **"Reconciliation"** part **5** status, **Thebalt** gains 5 Exp. Gain the **"Reconciliation"** part **5** status. Exploration ends.

491

It's not enough! Towering enemy warriors begin to break the ranks of your infantry. You need some archers to shower them with arrows from the wall, or some riders to plug the gaps.

If you **don't have** any Ranged or Mounted Units, discard one Melee Unit. Go to Verse 492.

492

A ferocious battle begins inside the fort...

Place the Enemy Army on this Location and resolve a standard Battle with normal rules. In this Battle, gain 1 for each large marker on this Location card. If you win the Battle, note the difference between your total and the Enemy Army's total ; then, go to Verse 567. Otherwise, go to Verse 616.

499

Your past was but an anchor, dragging you down. The memories of the time spent with your family in the Homelands were precious, but the later betrayal gave them all a bitter aftertaste. You decide you will be a stronger man without them. The sickness and torment hammered you into something stronger than you were before. It is time to bring this change further.

If you **don't have** the **"Reconciliation"** part **5** status, **Thebalt** gains 5 Exp. Gain the **"Reconciliation"** part **5** status. Exploration ends.

500

You have fallen prey to the dangers of Avalon, and your quest is forfeit. But this is not the end of your saga. The Allmother herself, who was watching your trials and tribulations, decides to intervene, even though bringing you to life causes chaos in the already fraying time continuity.

Gain the **"Saved by the Goddess"** status.

If you're playing **Chapter 10: Part 2**, replace Location **387** with **385** and go to Verse 534.

If you're playing **Chapter 13: Part 2**, go to Verse 502.

If you're playing **Chapter 14: Part 3**, go to Verse 503.

Otherwise, go to Verse 504.

502

The goddess has to warp the time itself to allow you to continue your quest!

Gain the **"Saved by the Goddess"** status.

Erase all parts of the **"Civil War"** status from your Save Sheet.

Go to Verse 504.

503

The goddess has to warp the time itself to allow you to continue your quest!

Remove all red markers from the **"Resplendent Tuathan"** Location card (**398**)

Gain two random Secret cards **76**.

Go to Verse 504.

504

Reset your Health, Energy, and Terror tracks to their default positions.

Every Character loses one point of a chosen Attribute.

Do not change your Event Deck! You continue the last Quest you were on.

Do not move your Characters or discard any Locations. Your Characters stay in the Locations they died in.

Continue the game.

IMPORTANT: Using the Allmother's Mercy does not turn back time! Your actions may have already changed the world and cannot be rolled back. Therefore, it may be impossible for you to play the Chapter differently than on your first attempt.

505

Your eager army roots out horrific creatures one by one and gathers the bodies of the fallen. You keep looking towards Tuathan, but it seems no enemy army is coming. Perhaps the menhir's aura shields you from their eyes – or they're simply busy elsewhere.

Soon, the pyres are ready, and you set them alight one by one. Then, you make a short speech, rousing your men. Though tired, they seem to appreciate the feeling of closure brought by this ceremony.

Each Party member gains 1 Exp, loses all and Passes for the rest of the Day. Each Commander gains 1 Rep for each point of their and . Gain the **"Eternal Rest"** part **1** status.

Exploration ends.

509

The sound of music and a woman's laughter come from somewhere within the forest.

- **Enter the castle** – *You're tired of waiting!* – go to Verse 329.
- **Wait** – go to Verse 409.

511

Another quiet patrol. The people of Tintagel nod as you pass, occupied with their daily chores. Bored, you step onto the wall and look far beyond the mist covered trees. The wyrdness seems close today, despite the menhir... One of its tendrils almost touches the wall.

Suddenly, a scream from within the fort makes you jump. The sound of desperate fighting reverberates between the stone walls, coming from the king's quarters. You run down, with several surprised guards following you. How could the enemy infiltrate the fort without anyone noticing?

You run in, only to find Percival dying in a pool of blood, with an almost translucent, spiky creature looming above him. Several of his officers are already impaled on the creature's spikes, hanging in the air like broken dolls.

This is the biggest veiled shrike you've ever seen!

- **Charge at the creature** – go to Verse 239.
- **Run away** – go to Verse 530.

512

Fleeing, you turn back just in time to see Merlin, who tries to face the creature alone, placing a thick shield of pure energy in front of him. Seconds later, his body disintegrates into pieces, as the creature effortlessly breaks through the barrier.

You stop looking and flee even faster.

Each Character gains 3 and loses 1 Rep. Go to Verse 610.

513

"One thousand three hundred and sixty five," the king says, as you approach. "That's how many lives I had to pay for this small Avalonian outpost. And still, I had to tip my hand before time to claim victory."

The king stands up and looks at you with sad eyes.

"I have to do better. I have to BE better, if I am to..."

The king's words trail off, and you realize he's looking at Tutathan, looming far in the wyrdness. Is the king really thinking about storm ing the enormous capital of the enemy, with walls higher than any structure any human has ever built?

The king notices your hesitation and says:

"Let's not dwell on that right now. There's something I wanted you to have as a token of my appreciation for your quick actions in Tintagel."

He hands you a small, sealed scroll.

"This writ makes you the commanding officer of the "Black Kraken", one of our finest galleys. It will take you and any of your troops to wherever you're needed most in Avalon. And now, come with me. I have a command tent set up nearby we shall confer there."

Gain the **"War Galley"** Secret card (**93**).

Go to Verse 772.

517

"Maybe you're right," she says. "I might not be in court, but everything I do is still about my brother. Maybe I should face him... Still, I'm not convinced I should abandon everything we've achieved here based only on this."

- **Tell her Arthur demands her to come back** – go to Verse 523.
- **Tell her Arthur begs for her to come back** – go to Verse 297.
- **Tell her there's a plot on Arthur's life** (requires Secret card **36**) – *To be honest, you're not sure whether she would condemn the plot, or join it.* Go to Verse 87.
- **Leave** – Exploration ends.

519

You are successful. Somehow, through the dream, your will is able to shape the wyrdness. You use this to sow chaos and destruction in the camp.

Hint: You may return here in further Dreams to cause more damage.

Go to Verse 61.

520

Gain the **"Valiant Defeat"** part **9** status.

From now on, you can command Avalon's armed forces! Make sure all players familiarize themselves with the **"Armies, Units, Commanders"** rules, found in Verse 10 of the Book of Secrets.

When, you're finished, go to Verse 521.

521

Take and read the **"Units and Commanders"** Help Card.

CONGRATULATIONS! You've completed your Quest.

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 3: Part 4** card. Do not change the structure of the rest of the deck.

Exploration ends.

523

Her laugh echoes far in the halls of the necropolis.

"Be gone and do not pester me again," she says. Her people quickly escort you outside.

Place a Time Token on this Location. Exploration ends.

525

The kelpie rides off, taking you with her!

Move the Focused Character to the lowest-numbered revealed Location. This Character loses 1 , gains 1 and Secret card **80**. The Encounter ends – place the Kelpie at the bottom of the appropriate Encounter deck.

526

You're reluctant to play with things beyond your understanding. You know the danger and you know how the workers could avoid it. This should be enough.

Gain the **"Building the Future"** part **7** status. Each Party member passes for the rest of the Day.

New Task: You should return to Yvain and report your success.

Exploration ends.

527

Arthur hears your report carefully and shakes his head once he hears of Drystan's deed.

"Poor young fool," he says. "He kept asking for a chance to join the Round Table. We wanted him to prove himself first, but this is not what I had in mind... Now, on top of everything that's happened recently, we have a scorned goddess of death to worry about."

The king shakes his head wearily.

"No matter. We have to manage. Now, let's go to the map. I've been planning something big while you were busy in the Reach."

- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

528

With some trepidation, you order your men to clear out the battlefield of hostile creatures and build large funeral pyres. They set to work eagerly. As much as they're afraid of the walls of Tuathan, looming in the distance, they don't want to leave their friends to rot on this unhallowed ground.

If you **have** at least 2 and there's an Active Menhir in this Location go to Verse 505.

If you **have** 1 and there's an Active Menhir in this Location, go to Verse 439.

Otherwise, go to Verse 590.

529

It's already past midnight, and the feast is still strong. The swords loom in the distance. Is it a trick of the light, or did they grow slightly since the evening?

Choose one:

- **Ask the king whether the giants were happy to know their children are safe** – go to Verse 570.
- **Ask Nimue what she did to the swords** – go to Verse 680.
- **Finish the feast** – go to Verse 533.

530

After the fight, you take a moment to catch your breath and assess the situation. Percival is dead, just like most of his command. The invisible creature flees, disappearing on the other side of the wall before anyone can catch it.

Gain the **"Eternal Rest"** part **3** status. Go to Verse 534.

531

Your curiosity overwhelms you. You gently touch the arm of one of the figures and watch as a spiderweb of small black veins expands from under your fingers. Then, the figure begins to crack like an eggshell. What emerges from inside, like an insect from a cocoon, barely resembles a human.

Gain the **"Strange Encounters"** part **7** status. Each Party member gains 1.

Draw and resolve the **"Warped One"** purple Encounter (Difficulty 2). Regardless of the result, Exploration ends.

532

Your swift assault saves Percival's life, but the knight loses much blood and is too weak to help quell the panic that begins within the fort.

Gain the **"King's Favor"** part **4** status. Go to Verse 534.

533

Next morning, you are summoned to a temporary headquarters that Arthur's staff raised in the camp...

Gain the **"Victories"** part **2** status.

- If you're playing **Chapter 5**, go to Verse 615.
- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

534

With Percival and most of the command gone, Tintagel falls into chaos. You help calm the people left in the fort and reorganize the guards. All the while, you keep wondering about the reason for this attack. It was clear this predator was sent here on purpose. But what could it achieve?

The answer becomes clear later this afternoon. A tired messenger boy comes from the north, his horse foaming at the mouth. He reports that an immense Avalonian army has trampled through Northpost and is now advancing towards Tintagel.

Your heart racing, you look at the half abandoned fort and scared faces of the people around you. As the one with the highest charge, you are now responsible for their fate...

CONGRATULATIONS! You've completed your Quest.

Each Character loses 1.

Discard all Quest Tokens from the **"Quiet Tintagel"** Location (**385**).

Discard the **"Menhir Hunt"** (**87**) Order card. Replace it with the **"Reclamation"** Order card (**88**).

Place an Enemy Army, consisting of all five face-down Secret cards **85** and two random face-down Secret cards **86**, on the **"Reclamation"** Order card.

Place a Time Dial on the **"Reclamation"** Order card and set it to **8** (1-2 Characters), **7** (3 Characters) or **6** (4 Characters).

Remove your Active Quest card from the game.

Find and resolve the **Chapter 10: Part 2** card. Do not change the structure of the rest of the deck.

Exploration ends.

535

The situation is dire. Many of your men died while asleep. Others are split into small groups that desperately try to repel the attackers who seem to be coming from everywhere.

- **Consolidate your force and fight back** (requires a Commander with at least 1 and 1) – *There's no such thing as a losing position.* Go to Verse 319.
- **Conjure a magical flare to light up the battlefield** (pay 2 Magic) – *This will cut through any confusion and help your men band together.* Go to Verse 319.
- **Spot a safe route out of the village** (requires a Commander with at least 2) – *You lead the men to slide down one of the roots that lead from the village center to the mangrove labyrinth below.* Go to Verse 319.
- **Sound the retreat** – go to Verse 620.

539

Red Shields step out and form a square around you. If you are ready to die, so are they.

Remove a red marker from this Location. Go to Verse 720.

540

The king calls you over to his war map, full of blue and red wooden blocks. He shows you a concentration of tall red blocks, near a drawing of a large dolmen.

"Of all the beasts we've fought on Avalon," he says, "giants are the most dangerous. Every time the enemy got close to breaching Tintagel, there was a giant or two leading the charge. Some time ago, I asked Merlin to gather more information on these creatures, and he found out that giants are actually not mindless minions, but a proud, independent race. Some of them choose to serve the Avalonians for their own rea sons, but most keep to their villages. Or, at least they have so far..."

The king draws closer to make sure no one is eavesdropping.

"I have reports of giants moving from their other settlements to the dolmen west of here. Their forges work day and night. They are arming themselves. We must assume the worst: that an entire army of giants will be upon us shortly."

You slowly nod, trying not to show any fear, even though you know an attack like that could spell the end of Tintagel.

"You're probably wondering where you fit in here," Arthur continues. "I want you to learn what caused the ire of the giants, and what their plans are. Our survival might depend on it. And please, be careful. The last agents I sent to the Dolmen never returned. Giants might look brutish, but they're not as stupid as many believe..."

Gain the **"Trials"** part **2** status.

Go to Verse 541.

541

If you **have** more parts of the **"Fall from Grace"** status than the **"King's Favor"** status, go to Verse 542.

If the total number of Wealth, Food and Magic possessed by all Characters is larger than 20 per Character, go to Verse 542.

Otherwise, go to Verse 544.

542

- If you're playing **Chapter 4**, Go to Verse 160.
- If you're playing **Chapter 6**, Go to Verse 552.
- If you're playing **Chapter 8**, go to Verse 559.
- If you're playing **Chapter 10**, go to Verse 562.

544

You may choose one king's favor to help you in your quest:

- **Ask for the time of his private physicians** – each Character restores 8 and loses 6 . Go to Verse 542.
- **Ask for access to the armory of the Round Table** – draw seven Item cards. Take two of them. Put the rest on the bottom of the Items deck and go to Verse 542.
- **Ask for the help of royal magicians** – gain 8 Magic. Go to Verse 542.
- **Ask for some wealth** – gain 10 Wealth. Go to Verse 542.
- **Ask for additional training by his spymasters and knights** – each Character gains one free Combat or Diplomacy deck upgrade. Go to Verse 542.
- **Ask for nothing** – gain 12 Rep, divided any way you wish between the Characters. Go to Verse 542.

545

If you're playing **Chapter 13**, go to Verse 553.

If there's a Time Token on this Location, Morgaine won't talk to you right now – Exploration ends. Otherwise, read on:

Morgaine's men took over and secured the lowest levels of the Necropolis, and they continue to work here, in the light of strange lamps made of glass tubes with sparkling arcane energies inside. Morose handmaids and black armored soldiers set up living quarters, laboratories and defensive posts. Morgaine is in the middle of this, surrounded on three sides by tables bending under the weight of books and arcane tools.

Gain the **"Traveler's Knowledge"** part **5** status. Then, choose one:

- **Ask what she is doing here** – go to Verse 7.
- **Ask her why she feigned her capture** – go to Verse 35.
- **Tell her Arthur needs her in Tintagel** – go to Verse 142.
- **Leave** – go to Verse 20 of the **"Isle of the Dead"** Exploration Journal (Location **334**).

550

You insert two plates, sliding them in their places. Everything seems to be going great. Then, you place another part. Immediately, the air around the Pale Lady's mask begins to ripple. She turns to you, fear in her eyes.

Though there's no sound, you're sure you've somehow raised the alarm. The prisoner pushes you away.

"RUN!"

Go to Verse 579.

551

As soon as you touch one of the gems, it stops shining. Then, it collapses into the pillar, rattles inside, and falls out of the opening at the top of the pillar, as if pushed by something from within. Instantly, the hundred foot high walls of water begin to move, swallowing land at an alarming speed and closing on you from both sides.

You have only a few moments left.

Each Party member gains 3 reduced by their .

- **Push the gem back** – go to Verse 33.
- **Run to the shore** – *The long headland slopes up. You doubt you will cover even a third of the distance before the sea crushes you.* Go to Verse 420.

552

CONGRATULATIONS! You've completed **Chapter 6** of the **"Age of Legends"** campaign!

Discard the **"Reclamation"** Order card (**88**), if you have it.

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 7** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

553

You have no idea how Morgaine and her men lived in these depths, even with her magic and famous arc lamps. The air here is foul. The atmosphere oppressive. Dark windows look at you like the eyes of the dead. The cold tombs are calling. You quickly grab what you came here for and leave.

Each Party member gains 1 for each point of their . Gain the **"Plunderer"** part **8** status.

Go to Verse 20 of the **"Isle of the Dead"** Exploration Journal (Location **334**).

555

The edge of the Forest of Whispers now looms before you.

"We need to go back to Tintagel as soon as we can. There, you'll receive your new assignment, and I'll be on my way to set some things in motion. Do you want to go with me? Or would you prefer to travel alone?"

Each Character gains 1 Exp and loses 2 .

Discard the **"Corbenic"** Location card (**395**) and move all Characters to the **"Forest of Whispers"** Location (**341**). Choose one:

- **Go your separate ways** – *Arthur nods and heads out alone into the wyrdness.* Go to Verse 557.
- **Go with him** – go to Verse 558.

556

CONGRATULATIONS! You've completed your Quest!

Remove your Active Quest card from the game.

Find and resolve the **Chapter 8: Part 4** card.

Exploration ends.

557

You leave the forest and wander in the wyrdness until you manage to reach Northpost.

If the **"Northpost"** Location (**353**) is revealed, move all Characters there.

If the **"Northpost"** Location (**353**) is not revealed:

Discard all Location cards.

Place the **"Northpost"** Location (**353**) on the table.

Place a Menhir with three red markers on its base on this Location.

Move all Characters to this Location.

Attach all connected Locations.

If you're playing **Chapter 8: Part 3**, go to Verse 556.

Otherwise, exploration ends.

558

If the **"Tintagel"** Location (**380**) is revealed, move all Characters there.

If the **"Tintagel"** Location (**380**) is not revealed:

Discard all Location cards.

Place the **"Tintagel"** (**380**) Location on the table and attach all connected Locations (**370**, **375**, **372**, **371**).

Place a Menhir with 3 red markers in **"Tintagel"** and move all Characters there.

Each Character loses 3 .

Go to Verse 29 in the **"Tintagel"** Exploration Journal (**380**).

Discard the **"Secrecy"** Secret card (**28**).

559

CONGRATULATIONS! You've completed **Chapter 8** of the **"Age of Legends"** campaign!

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

560

"My sister..."

The king lets out a deep tired sigh.

"She took one of the last ships from the Homelands, saving her ac cursed books even as our world crumbled around her. Her black galley never made it to these shores. I thought her to be dead, or lost in the mists surrounding Avalon, just like many others. Then, a week ago, a traveler from the southern coast reported seeing her flagship."

Arthur shakes his bearded head.

"She caused me so much grief back in the Homelands, always schem ing, always pursuing some new, dangerous obsession. Yet, she is the only kin I have. The Allmother did not see it fit to provide me with an heir. I am alone, the last of the Pendragons. Having her by my side would show our dynasty is not yet finished."

"I cannot send an army, or the Round Table the nobles of Tintagel would see it as favoritism towards my own blood. Please, see if she's still alive. And if she is, bring her to me."

"You might have to tell her I begged for her return. Do not hesitate to do so," the king adds with a smile.

Gain the **"Trials"** part **1** status.

Go to Verse 541.

562

CONGRATULATIONS! You've completed **Chapter 10** of the **"Age of Legends"** campaign!

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 11** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

565

If you're in the **"Northpost"** Location (**353**), go to Verse 566. Otherwise, read on:

Arthur looms over the war table like a thundercloud.

"We're out of time," he says, shaking his head.

Then, he explains that with his and your every move, events accelerate. The people of Tintagel, tipped off about his control over wyrdness and his slow, physical transformation, begin to rebel. The enemy, scared of recent successes, regroups.

And now, the ultimate Avalonian army has gathered in Tuathan, on the other side of the wall.

"There's one slim chance for us. I need to reach the heart of the enemy city. And that would require going through this undefeatable army. I have a plan, though. One that involves your help. I need to visit the Pale Lady for my final... lesson. In the meantime, you should gather your forces and travel to Northpost. I will meet you there and give you your final orders."

CONGRATULATIONS! You've completed this Chapter of the **"Age of Legends"** campaign!

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

566

CONGRATULATIONS! You've completed **Chapter 11** of the **"Age of Legends"** campaign!

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

567

What was the difference between your total and the Enemy Army's total ?

0-3 – *A pyrrhic victory. You will be remembered as the one who almost doomed Tintagel.*

4-6 – *A costly victory, but a victory nevertheless!* Each Character gains 1 Exp and 4 Rep.

7+ – *Throughout the kingdom, everyone will be talking about your stunning victory at Tintagel!* Each Character gains 2 Exp and 8 Rep. Gain the **"King's Favor"** part **6** status.

Go to Verse 568.

568

The evening after the battle, as you coordinate clearing the fort's surroundings of remnants of the Avalonian army, a tired messenger finds you. The gods were generous today! As you held Tintagel, Arthur won a great victory in the west. He now wants you to join him in the captured Wyrdfort. The order states that on your way there, you are to check what stopped one of the supply convoys that never reached his army.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and 3 Rep.

If you **have** Secret card **46**, discard it.

Remove the **"Wyrdfort"** Location (**347**) from the game and replace it with the **"Captured Wyrdfort"** (**350**).

Replace the **"Besieged Tintagel"** Location card (**387**) with the **"Tintagel"** Location card (**380**) and move all models to this new Location.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 10: Part 3** card.

Exploration ends.

570

The king looks at you with surprisingly sad eyes, considering the extent of his triumph.

"Well, you deserve the truth I suppose," he says. "I didn't tell them you freed the children. I told them we hold their children hostage and that we will slaughter them, should they refuse to bend the knee."

You are taken aback. Even the four armed devils kept the little giants in safe confinement. The odd looks these towering warriors gave you suddenly make sense.

"Do not judge me. You see how close we came to annihilation today. I couldn't risk their rejection. And you told me yourself how much effort and risk they put in finding their little ones."

You leave the king to his dark thoughts and try to avoid looking into the giants' faces. You hope they won't break their word once they learn of Arthur's bluff...

Go to Verse 529.

571

You're now inside the fort, submerged in the primal wyrdness. Outlines of structures around you are barely visible. Compared to creatures who can see through this chaotic power, you're at a great disadvantage. To make things worse, every moment of being here causes you physical harm.

Each Party member loses 1 and gains 1. Sum up the number of your **"Sabotage"** status parts. Then, apply the following modifiers:

- +1 if you have the **"Sabotage"** part **5** status.
- +1 if you have the **"Sabotage"** part **6** status.

Now, check the total result:

1-2 – *You're ambushed!* Go to Verse 579.

3-4 – *A lone sentry suddenly comes out of pure wyrdness.* Resolve the **"Stakeslinger"** purple Encounter (Difficulty 3). If you win, go to Verse 335. Otherwise, Exploration ends.

5+ – *You manage to navigate the camp without incident and reach the cage you've seen in your dreams.* Go to Verse 335.

573

As you shake off the shock and begin to take account of your forces, you realize how costly, and close, the battle was. Most of the soldiers you led to battle today paid the highest price for this victory.

Each Commander gains 1 and loses 5 Rep. Each Commander discards all Units but one. Go to Verse 577.

574

For a victory of this magnitude, the casualties seem tame with the exception of your own force that saw the brunt of the fighting.

Each Commander gains 2 Rep, 1 Exp, and discards all non-elite Units. Go to Verse 577.

575

An hour later, both human armies join at the edge of this new lake. The battle is over. Only a handful of enemies managed to climb out of the raging torrents and push back to Tuathan.

If there are any large markers on this Location, go to Verse 573. Otherwise, go to Verse 574.

576

CONGRATULATIONS! You've completed **Chapter 12** of the **"Age of Legends"** campaign!

Each Character gains 2 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 13** Setup card and follow its instructions to begin the next Chapter!

Pass for the rest of the Day.

Exploration ends.

577

As you sit exhausted on the stony ground, a giant shadow looms over you.

"I wish I could give the men time to recover. Alas it would be foolish," Arthur says. "Losing to lesser beings must have shaken our enemies. We camp here for a day to gather the wounded, but tomorrow, we're heading for Tuathan."

You nod your head and stand up. As you leave towards your regiments, you catch a glimpse of the Pale Lady, standing far from any humans, at the edge of the lake. As she peers into the abyss that claimed her kinsmen, she seems even paler than before. You try not to imagine the thoughts that must be running through her head.

- **Approach the Pale Lady** (requires at least 2) – go to Verse 589.
- **Go about your business** – go to Verse 576.

579

Enemies leap out of pure wyrdness, surrounding you. The creature commanding them, a titan on an enormous steed, moves in to claim the kill...

Resolve the **"Doomwing"** purple Encounter (Difficulty 5). Regardless of the result, you are forced to flee the Wyrdfort – Exploration ends.

580

The king brings you to his war map. Tintagel again stands surrounded by enemies, red blocks approaching menacingly from all directions. Arthur points to the roundfort.

"Tintagel has seen us through some dire times," he says. "But its loca tion was always far from perfect. And with the last wave of ships to reach these shores, it grew far too small for our needs. That is why I've sent a team of my best architects and builders, under the protection of Sir Yvain, to this place."

His finger points to a crudely drawn stone outcropping on the east ern shores of the island, known among sailors who navigate these waters as the "Hanged Man's Tongue". You nod your head. It's not only one of the most defensible pieces of terrain in known Avalon. It also happens to be on the exact opposite side of the island from the intimidating Tuathan.

"Unfortunately," Arthur continues. "Some of the workers were found dead and recently my chief architect has fallen down the cliff in mys terious circumstances. The people speak of a curse and are afraid to work. I'm afraid someone is sabotaging this vital project. And while Yvain is a good man, he's not exactly the sharpest mind of the kingdom. I need someone more discreet who could handle the investigation. Learn who's behind these deaths. Dispense justice."

Gain the **"Trials"** part **4** status.

Go to Verse 541.

582

You cut the priest's ties and help him down. He thanks you, rubbing his stiff hands. He hopes you won't get into trouble for defying the king's or ders and gives you a vial of Allmother's tears to reward you for your help.

Gain the **"Fall from Grace"** part **6** status. Gain the **"Arbiter"** part **4** status. Gain the **"Allmother's Tear"** Item – if it's not available, gain 2 Magic instead. Each Party member gains 1 Rep.

Exploration ends.

585

The creature lands, solid rock rippling under its feel like water. You cower before the heat and the light, while strange sounds flow through your head. Merlin moves to attack this new enemy, and you try to support him, but the creature deflects the wizard's magic as if it was hit with a wet rag.

For the first time, you see Merlin's face pale with fear. Once again, he orders you to save yourself, and reach Arthur, so that the knowledge of the menhir rites doesn't die. Without waiting for your answer, the wizard pushes you away with a surge of force. Then, he turns back to the creature and places a thick shield of pure energy in front of him.

The last thing you see is Merlin's body disintegrating into pieces, as the creature effortlessly breaks through the barrier.

Each Character loses 2, gains 2 and 3 Rep. Go to Verse 610.

587

Pursued by a piercing shriek, you run, trying to get away from the mad goddess. You will never forget the sight of the knight's bleeding eyes and ears, and the skin peeling off his face like melting wax. There really is nothing worse than a goddess scorned.

Eventually, you emerge on the surface and you notice a bat tied to a hitching post. Without a second thought, you cut the rope, and grab the beast by its legs. If flies off in panic and quickly gains height. As you dive into the low hanging clouds, you begin to realize this wasn't such a good idea. The bat tries to shake you off, and you have to struggle to not fall down into the raging sea below.

Fortunately, you manage to tire the beast enough to land on the mainland...

CONGRATULATIONS! You've completed your Quest!

Discard the **"Grand Arches"** Location card and move your all Char acters to **"The Reach"** Location (**337**).

Each Character gains 1 Exp and 1 Rep.

Remove your Active Quest card from the game.

Find and resolve the **Special Event G** card.

Hint: Now that the military campaign has moved north, you may find Arthur in Northpost, if you don't want to go all the way to Tintagel to complete your Quest.

Exploration ends.

589

Her eyes are dead and void of any emotion, but you still express grat itude for saving you and your soldiers.

"Yes. Precious, human lives," she says quietly. "All I had to give for them was everything."

You leave the Pale Lady to her thoughts, but somehow you feel that the fact at least one human showed her any compassion matters even if your soldiers are not happy that you waste your time on an Avalonian witch, instead of taking care of your own dying and wounded.

Gain the **"Arbiter"** part **7** status. Each Commander loses 1 Rep.

Go to Verse 576.

590

Your soldiers attempt to displace horrific creatures hiding under the piles of bodies, but many beasts put up a fierce fight. There are casualties. What's worse, you notice something stirring far away, at the foot of Tuathan's wall. Not willing to risk a military engagement, you sound a retreat.

Your soldiers abandon their fallen comrades and half built pyres re luctantly and with anger at least some of which is aimed at you.

Each Party member loses 1. The Commander loses 2 Rep. Explo ration ends.

599

As you draw your weapon, Morrigan laughs. Before you can blink, there are three of her, each slightly different. Badb sends a flock of giant ravens that rip you with their talons. Nemains throws spears that are faster than a blink of an eye, while Macha conjures vines that root you to the ground.

The more you bleed and suffer, the stronger the three Morrígna become.

You're badly beaten and barely clinging to life. Morrigan is one again, as she approaches you slowly, her bare feet making no sound on the stone cold floor.

"That was... exhilarating," she says. "I haven't fought a human champion in centuries. Is there anything you wish in return, before I end you?"

Each Character loses 2 and gains 2. Now, choose one:

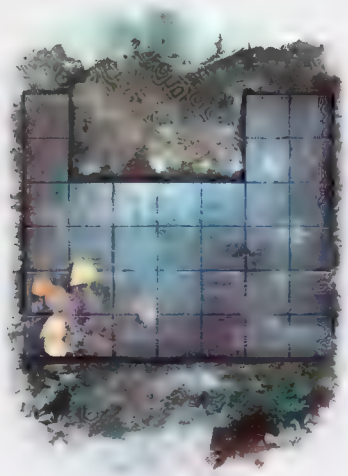
- **Convince her to stop** – go to Verse 479.
- **Ask her about her plans** – go to Verse 609.

600

Decide which four keys shown on the **"Wyrdsteel Keys"** Secret card (**6**) you want to use to fill the indentation shown below.

Note the number of the key you did not use. Subtract the number of this key from the number of this Verse (600). Then, go to the Verse indicated by the result.

For example: If you don't use the key numbered 125, go to Verse 475.



605

Silvery fish chase each other in still waters below the moat.

- **Wait** – go to Verse 509.

609

It turns out that Morrigan is eager to talk about her schemes. She's certain that with the Homelands turned into a fetid graveyard, all gods and demigods followed the humans to Avalon. Many have not revealed themselves yet. They work in the shadows, trying to rebuild their religions.

Morrigan, on the other hand, prepares for a war to end all wars. She's certain that on such a small island, with so few humans remaining, there can be only one god. She wants to build up an army of followers and take a part of Avalon for herself before anyone can threaten her.

- **Convince her to stop** – go to Verse 479.
- **Tell her there are no other gods on Avalon; she is the last** – go to Verse 619.
- **Fight her** – go to Verse 599.

610

You run as far as your legs can carry you and hide in a dark crevice. Hours pass by, before you muster the courage to leave your hiding place. By then, your ragtag army is no more, soldiers scattered in all directions. Some retreated west, towards the outpost. Some ran to Tintagel.

The price was high, but you did manage to open the way east, and the knowledge you carry with you might change the outcome of the war.

Discard the **"Desperation"** Secret card (**72**). Discard the **"Sir Pelleas"** Secret card (**34**), if you have it – he went missing in the confusion and you're not sure whether he fled or died.

Discard all Unit cards.

New Task: Discover what killed the legendary Merlin. It may take a long time before you find any clues.

CONGRATULATIONS! You've completed **Chapter 3** of the Age of Legends campaign.

Each Character gains 2 Exp.

Discard all Event cards, including Active Quests.

Either Save your game or draw a **Chapter 4** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

611

As you march with Morgaine and her men towards the king's hall, the ruckus of the inner fort dies down. People watch you in silence. Some spit on the ground. It is clear bringing the infamous sorceress here did not make you any friends.

At least Arthur seems happy. The moment he notices his sister, his weary face lights up for the first time since you remember.

"My king! I believe we shouldn't..." Lancelot begins to say, but the warm hug between siblings silences everyone in the room.

They speak for a while, exchanging news, and scolding each other in a way that shocks most knights present in the room.

"So, will you do this?" the king asks in the end. You're not used to the sound of the king ASKING for something. "I need you by my side, Morgaine."

"Mother told me to take care of you, little brother, didn't she? Yes, I'll move to Kamelot as long as you keep all those pious fools off my back. Although... I really liked my place on the island. We took great pains in mapping and securing that damned place."

"This gives me an idea..." Arthur replies. "Father Daelin? Come forward!"

A gruff, bald priest in red garb steps out.

"You kept asking me for a place to keep all the diseased. Well, it seems my sister has found just the thing we need. Begin to move your asylum to her island at once."

The priest nods and then disappears.

"As for you." The king turns towards you. "Come with me to my quarters."

Discard the **"Morgaine's Guard"** Secret card (**46**).

Gain the **"Conquest"** part **1** status.

- If you're playing **Chapter 5**, go to Verse 615.
- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

612

The masked man laughs and says he didn't expect someone who wit nessed the Arthur's failure as a commander firsthand to defend the king. He gives you a strange, black pendant.

"If you ever change your mind, all you need to do is to walk through the fort wearing this. We will find you."

Gain the **"Mark of Treachery"** Secret card (**36**). Exploration ends.

614

"And now, for your next assignment..."

The king notices your expression and laughs.

"Did you think I appointed you an Executor for nothing! We're at war. Everyone gives all they've got. I haven't had a night of good sleep since we landed on this damned island. Speaking of which... That's exactly what I was going to talk to you about."

The king waves and his honor guard leaves the room with visible reluctance. Now that you're alone, Arthur draws closer.

"Everything I'm about to tell you needs to remain a secret, else it causes us all much harm. I... knew of Avalon before we made our way here. Back in the Homelands, visions of this place would often visit me in the small hours of the night. And with them a woman; a strange, lanky creature with a third eye. She was calling me here. Only after we landed, I realized the woman in my vision was one of the enemies. I tried to wipe her from my memory. I suspected she wanted to lure me into a trap. Yet, recently, she keeps returning. She insists on showing me things. I find it harder and harder to resist her call..."

Arthur's shoulders slump, and he seems more tired than ever before. He continues:

"I cannot speak of my visions to my knights or anyone else. You must understand: if they knew the enemy holds the keys to my mind, they would start doubting me. I need this to end. Please, find her. Find out what she means, and if she means ill, if she's some witch sent to torment me, make sure she never comes again."

New Task: People who oppose Arthur's rule would pay well for the information that the king is going insane...

Go to Verse 670.

615

In his private rooms, in the presence of his trusted honor guards, King Arthur places his heavy hand on your shoulder.

"It would seem my trust was well founded. Despite all difficulties, you passed your trial."

If you **have** Secret card **55**, go to Verse 618.

If you **don't have** Secret card **55**, read on:

The king pins a small symbol to your chest.

Gain the **"Royal Executor"** Secret card (**55**). Go to Verse 617.

616

You've failed the campaign!

Go to Verse 500 to ask for the Allmother's Mercy, or restart.

617

"This crest identifies you as a Royal Executor, my personal hands and ears. It's reserved for people who help the kingdom in urgent and secret matters, without drawing the attention that the presence of one of my knights always does. Your title will open many doors for you, and it even gives you the right to command troops, should such a need arise. Beware though." Arthur's face grows stern. "I have little sympathy for those who abuse their power."

Go to Verse 614.

618

"I see Nimue already fashioned you with her Executor's crest, and you made good use of it," the king says. "You may keep the crest. I was planning to give you one after this trial, and Nimue is due for promotion, so she doesn't need it anymore."

Go to Verse 617.

619

You can't help but laugh at her childish plan. Morrigan rises from her throne, fury in her eyes, but before she can say anything, you begin your story.

You tell her you've been to all parts of the island. Seen nearly all of its people. You've seen no other gods on Avalon. Lugh and Fáil didn't reach the shores of the island. Daghd is said to have died of Red Death himself. Cisonus is lost in the skies. Even the mighty Ceruno, god of the hunt, called the Stagfather by its ardents, is gone.

"You are the only one," you say. "There's no one to fight. All your beasts do is kill people who could become your worshippers."

This gives Morrigan pause.

"Perhaps I..." she starts.

Then, a flash of steel. You look in shock as the head of the goddess tumbles to the ground. Behind her, you see Drystan with a blade in his hand, grinning from ear to ear.

Choose your reaction:

- **What have you done?** – go to Verse 639.
- **Good work, knight! The hag is dead** – go to Verse 426.

620

You barely come out of the ambush alive, suffering heavy casualties and humiliation.

Each Commander loses 3 Rep. Each Character who has this Dream loses 2 and gains 3.

Exploration ends.

630

Shortly after dawn, you stumble upon the site of a mass hanging. It seems that each day, new atrocities are committed by both sides. If the conflict lasts too long, any hope of reconciliation will be gone and divided, humanity will be an easy target for the Avalonians.

Each Character gains 1.

Hint: If you don't stop the civil war in time, you will lose the campaign! You may progress the conflict in every Settlement, but the final confrontation has to take place in Tintagel.

Continue the game.

631

This is a very unusual secret, with a distinct flavor that you never be fore had a chance to taste. In response, you also wish to surprise and delight the traveler. You tell them of places beyond the stars, where the wyrdness comes from, and where creatures have no form. You reveal their ambassador is in Tuathan, but even Avalonians have trouble un derstanding it or deciphering its intentions. Finally, you tell the traveler that humans, Avalonians, and the creatures above them are a part of a delicate cycle of reincarnation; siblings too different to understand each other, but bound by common destiny.

As the traveler ponders this revelation, you finally make your move!

Gain the **"Forgotten Prisoner"** part **3** status. Then, read on:

Pain in your arms and your back wakes you from your stupor. You were listening to the voice from the broch, then... You can't recall what happened next. But it seems that your body remembers well you look down at your bloodied hands. You have broken nails, your palms are covered in blisters, every muscle in your back is sore. You're still standing in front of the broch, but now there are shattered tools under the wall: weapons, makeshift pickaxes, and simple stones. Did you lose control over yourself and try to set this... being free? You run away, clinging to the pain before the ominous presence takes over your mind once again. When you can rest, you discover that you wear a strange ring on your finger. It fills you with strange, warm energy. Why did the creature give it to you?

Each Party member Passes for the rest of the Day and discards 1 **"Weapon"** Item or **"Adventurer's Kit"** Item.

Then, choose one:

- **Discard the ring** – *It might have been used by the creature to control you.* Exploration ends.
- **Keep the ring** – go to Verse 219.

635

Out of desperation, you place skalds and bards in front of the gate, ordering them to play cacophonous music, while a pair of jugglers and a court jester perform in front of them. Some soldiers whisper this is one step too far, while Lancelot chuckles behind your back. You will be the butt of many jokes for weeks to come. Yet, Tuathan remains silent.

Each Party member loses 2 Rep. Exploration ends.

639

"I did what I came here to do! Don't you understand? I slayed Morrigan. I will join the Round Table! My name will be remembered among heroes like Lancelot, Galahad or Percival! I..."

A cold cackle interrupts him. Morrigan's head keeps laughing, lying on the floor in a puddle of black blood.

"Fools," she says. "I will not forget this. The humans of Avalon will come to rue this day, even if it takes me a thousand years to rule over them! As for you, rat..."

Morrigan begins to scream, and you know you have no choice but to run away.

Go to Verse 587.

640

The civil war rips humanity apart. Weeks later, a large Avalonian army mops up the remains. A small group of survivors flees on last of the ships, choosing an uncertain fate instead of certain annihilation.

You are not among them.

You have failed! Ask for the Allmother's Mercy and go to Verse 500 or your campaign ends here.

641

"You're here. Good," Arthur says, standing up. "I could not wait for you any longer on the forest's edge. I came down here and... Well, that's not important now. Come with me."

The king leads you to the gray, featureless wall. Does he want to climb? You look up at the cliff's face in disbelief, but Arthur doesn't even touch the rock.

"The Pale Lady. She is a good teacher. We understand each other so well it sometimes scares me. She showed me the ways of wyrdness. How to see through it. How to shape it with bare thoughts. It feels like... rediscovering something that I lost a long time ago."

The rock begins to change in front of him, opening a crude stone stairway up.

"Come," he says, noting your hesitation. "It's safe."

If you **don't have** Secret card **55**, go to Verse 647. Otherwise, go to Verse 646.

642

- If the die on this Location shows 1 or 2, go to Verse 450.
- If the die on this Location shows 3 or 4, go to Verse 317.
- If the die on this Location shows 5 or 6, go to Verse 173.

643

CONGRATULATIONS! You've completed **Chapter 8** of the **"Age of Legends"** campaign!

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

644

"I was not happy when the Stagfather's followers began to rear their antlered heads on Avalon," the king says. "I knew them to be a primal, bloodthirsty cult. Still, there were many of them back in the Homelands, and if Avalon was to be a new home for all, I thought I have no right to deny them their place.

"I gave them the forest they asked for. They turned it into a fortress. I allowed them to trade with Tintagel. And now their ardents walk the streets, converting impoverished settlers to their brutal ways. But this..."

Arthur shows you a tattered piece of parchment. Its illustration depicts a giant horned beast trampling Tintagel under its hooves. The message underneath calls for the people of Tintagel to repent.

"Fore Thy Horned Father Returneth," Arthur reads the last sentence. "I need you to see if what they write here is true. If there is indeed a danger to Tintagel. Join their ranks. Learn what you can. Report your findings to Nimue when it comes to supernatural threats, I trust her just as I trusted Merlin."

He hands you a small box made of black oak.

"You may consult her at any time using this. But be careful, it will only work once."

You accept the box and your orders.

Gain the **"Trials"** part **3** status.

Go to Verse 541.

645

The human capital falls, and King Arthur is dead. A small group of survivors flees on last of the ships, choosing an uncertain fate instead of certain annihilation.

You are not among them.

You have failed! Ask for the Allmother's Mercy and go to Verse 504 or your campaign ends here.

646

CONGRATULATIONS! You've completed your Quest.

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 8**: **Part 3** card. Do not change the structure of the rest of the deck.

Exploration ends.

647

As you make your way up, the king looks at you once again.

"Your Executor's crest seems to be missing. What happened?"

- **Tell him his knights took it away from you** – go to Verse 669.
- **Tell him you lost it** – go to Verse 682.

650

You gingerly open the chest, but as you reach inside, its lid snaps shut to crush your hands.

The Character who has the **"Merlin's Possessions"** Secret card (**41**) loses 3, reduced by their . Continue the game.

655

The woman breaks out from her stupor, her eyes become clear. She falls to her knees, looks around, and screams when she notices the cloud of wyrdness that sticks to her body. She runs toward you, leaving the dangerous mist behind.

After a while, she thanks you for saving her. She vaguely remembers her journey. She hopes that she wasn't affected by wyrdness to the point of no return. Now, more than anything, she wants to return to her home in Tintagel. Find her at the Royal Geographic Society if you wish to claim your reward she doesn't have anything with her, so she can't pay you back now.

Gain the **"Strange Encounters"** part **9** status. Each Party member gains 2 Exp and 2 Magic. Exploration ends.

660

The king comes to make sure no one is eavesdropping.

"We see more and more worrying signs of some third power taking hold in Avalon. It started more than a year ago, when feral warbeasts began to attack travelers on the borders of our lands. Over time, the attacks got more and more frequent, but most people thought these were just another one of the endless horrors this island throws at us. Thing is, before he went on his last, fateful journey, Merlin performed... an in depth examination of one of the captured beasts. He discovered they are a product of some dark magic, unrelated to the wyrdness.

"Recently, whole bands of the beasts began to threaten our coloniza tion efforts of the northern coast. A fortnight ago, worrying reports of a large pack came from our new settlement in the Reach. And then, the Reach went silent. Find out what's happening and if you can, put an end to this threat."

Gain the **"Trials"** part **5** status.

Go to Verse 541.

663

The Avalonian seems slower and more slumped than others you've seen. You realize it is probably very old, and very tired. It waits motionless for a long time, until the water just off the coast begins to swirl. Soon, a structure of delicate wyrdstone rises from the water; a filigree arbor with a floor covered in moving glyphs.

The Avalonian slowly climbs onto it and stands tall, extending its four arms. It lets out a loud, long sound that cuts off, as a dark cloud emerg es from its head. The body falls limply into the sea. Black mist swirls and flies toward the sun. Then, the arbor sinks back beneath the waves.

Each Party member gains 1 Magic. Gain the **"Strange Encounters"** part **8** status. Then, choose one:

- **Dive in the water off the coast** (pay 2, requires at least 2) – *Can this strange structure hold some Avalonian treasure?* Go to Verse 27.
- **Leave** – Exploration ends.

666

A light suddenly shines above you, as if a second sun formed on the firmament. You look up, shielding your eyes from the blaze. Something is descending from the top of Tuathan's wall; a golden leaf floating from a tree. This figure is much larger than any of the enemies you've seen before, clad in yellow light that bends around it like a shroud, and surrounded by a cloud of arms that seem to flicker in and out of existence so fast you can't even count them. Its smooth, featureless head is surrounded by a revolving halo of eyes.

Somehow the creature manages to be regal and abhorrent at the same time; ethereal, yet emanating with strength. You gaze at Merlin, just to check whether you should be afraid. The look on his pale face con firms you should.

You order your soldiers to close ranks and prepare for the creature to land.

"No!" Merlin cuts you off. "It's not one of them. It's something else entirely! Run you, fools!"

As the creature lands and turns towards you, you feel your skin crawling and knees giving way. Soldiers begin to flee in all directions, some drop ping their weapons. What was a certain victory, turns into a mindless rout.

- **Run with the soldiers** – go to Verse 512.
- **Force yourself to stay by Merlin's side** – go to Verse 585.

669

Arthur sighs.

"Spoiled, noble born brats. On the other hand, considering your repu tation, you can hardly blame them. They feel threatened. Still, that was a foolish move for them. It's just a piece of metal."

The king reaches for his pouch and hands you a new crest.

"Besides, I have plenty of them. Royal Executors tend to... expire pretty fast."

Gain Secret card **55**. Go to Verse 646.

670

CONGRATULATIONS! You've completed **Chapter 5** of the **"Age of Legends"** campaign!

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

672

The Pale Lady looks just as shocked as you. With a strength you never expected from her slim figure, she lifts you up and storms forward. As tonished, you notice how the wyrdness in front now takes the form of a dark corridor, lined with walls of wyrdstone. The Pale Lady dives in and emerges at the edge of the wyrdness, on the plains, far from the fort.

You collapse to the ground, physically and mentally exhausted. As you gasp for air, she towers above you, also reeling from exhaustion. Her long fingers touch your forehead.

You see an undefeatable army, amassing in the pure wyrdness of the enemy capital. Your king, Arthur, listening to the report of his scouts by his war table that bears far too many red blocks and far too few blue blocks. A wyrd stone spire, jutting out of a large basin. Suddenly, you now know what to do.

Then, darkness.

Move all Characters to any revealed Location connected to the **"Wyrdfort"** Location **347**.

Gain the **"Dreamquest"** part **8** status.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 6: Part 3** card.

Discard Secret card **10**.

Exploration ends.

675

Resolve the **"Convince Morgaine"** Diplomatic Encounter on the side of this page. If you **don't have** the **"Unwelcome Guest"** part **2** status, start in the second stage of this Encounter instead of the first.

680

Nimue sends you a smile and draws closer to explain:

"Oh, it was just a small final touch our king insisted I do. If no one in terrupts the spell, the swords will keep growing, year after year, drawing iron and other ores directly from the ground, like trees draw water. In time, they will become large enough that the giants will see them from their dolmen."

Go to Verse 529.

682

This angers the king.

"Do you realize how much harm it can do in the wrong hands? For your sake, I hope we don't hear about some impostor abusing his powers as an Executor."

He reaches for his pouch and hands you a new crest.

"You need it to do your work. Just try not to lose it again."

Gain the **"Fall from Grace"** part **9** status. Gain Secret card **55**. Go to Verse 646.

685

This time, a lady of the court discreetly intercepts you in the waiting hall, and leads you through the back, directly to the king's quarters. Even in the gloominess of his chamber, you see your king has slipped even further since the last time you saw him. His sunken eyes and slumped shoulders speak of weariness that makes you fear for the future of the kingdom.

You pay your respects, and the king turns to you and asks:

"Have you found her? The lady of my dreams? Her voice is gone I think she's lost, like everything else."

With some hesitation, you tell Arthur that you've freed the lady, and describe the location she had shown to you a gnarled wyrdstone spire in a large empty basin. The news fills the ailing king with fresh resolve. He stands up and calls for a page to don his armor.

"I know the place," he says. "Scouts found it a couple of months ago, in the northern part of the island. I shall go there at once. Alone."

The king's words shock you. How can he contemplate going into no man's land, to meet a creature you know so little about?

"Lancelot will take charge in my absence. As for you," Arthur says, "I have another task I would like you to see about. Unless there's something you want to add..."

- **Tell him you were able to shape the wyrdness** (requires two parts of the **"Dream Master"** status) – go to Verse 340.
- **Tell him you can escort him to the tower** – go to Verse 370.
- **You have nothing to add** – go to Verse 750.

690

Following Arthur to the table with the war map, you notice he seems to have grown bigger. Or is it only an illusion, caused by his confident step, and new energy visible in his every move. The contrast against the tired generals and knights surrounding the map is so large you can't help but wonder where the king draws this new strength from.

"What I am about to tell you is a secret, known only to my knights and top generals," the king says. "If you let any word of this leave this room, you will be tried for treason. Understood?"

Before you are able to answer, Arthur shows you the spot on the map where a wyrdstone wart grows out of the plains south west of Tintagel. The fort from where you freed the Pale Lady.

"What I've learned from my recent... excursion allowed me to form a plan. I know how to win this war. The first step is to do what the enemy expects the least. Attack."

A loud grunt from Lancelot makes it more than obvious Arthur's right hand disagrees with this notion. The king ignores him, focused on the enemy fort.

"This will be our first step. From this structure, the enemy controls the southern part of the island and cuts our lands in half. I will lead most of our armies and destroy this fortress. Unfortunately, this means Tintagel will become defenseless. I'm afraid my enemies might make use of this. That is why I need you, my most trusted Executor, to remain behind and keep your eyes peeled for any foul play."

"I'm thinking about giving you command of a banner of my knights to ensure the safety of the Tintagel, but to be honest I could use them in the upcoming battle. It's up to you. Are you confident enough you can handle things here on your own?"

- **Tell the king he can take the knights with him** – gain 8 Rep and the **"King's Favor"** part **5** status. Go to Verse 691.
- **Tell the king any soldiers would be appreciated** – gain Secret card **100**. Go to Verse 691.

691

CONGRATULATIONS! You've completed **Chapter 9** of the **"Age of Legends"** campaign!

Each Character gains 2 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 10** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

692

Outtalking Morgaine is not an easy feat, and yet you've managed to do that.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and 1 Rep.

Gain the **"Morgaine's Guard"** Secret card (**46**).

Remove your Active Quest card from the game.

Find and resolve the **Special Event G** card.

Exploration ends.

696

The spirit wrestles itself free, extinguishing the other runes and wounding Merlin. You rush to save him, knowing that should he die, all your hopes die with him.

Discard the Secret card **60**. Resolve the **"Fore-dweller Spirit"** purple Encounter (Difficulty 3). You cannot Escape this Combat or leave the Encounter in any way (even if you are Dying).

If you win, discard all markers from this Location, gain the **"Grave Wound"** status, and go to Verse 6 of the **"Quiet Battlefield"** (**314**) Exploration Journal.

If all Characters die, the campaign ends in failure. If you wish to ask for the Allmother's Mercy, go to Verse 500.

700

You have secured enough manpower and equipment to raise a respect able force. Time to head back to the outpost and make this a reality.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 3: Part 3** Event card. Do not change the structure of the rest of the deck!

Now, choose one:

- **Return to the outpost in haste** (this will end your Day, only if the **"Last Outpost"** Location is revealed) – move all Characters to the **"Last Outpost"** Location (**311**). All Characters Pass for the rest of the Day. Continue the game.
- **Go at your own pace** – continue the game.

710

Move all Characters to the **"Tintagel"** Location (**380**). All Characters Pass for the rest of the Day.

Exploration ends.

711

This evening, a peculiar ceremony took place at the very tip of White point. An entire warband of giants came forward, their weapons gleaming against the setting sun. The king welcomed them astride his warhorse, flanked by the Knights of the Round Table. The giants' chieftain bowed his head and drove his sword, almost as tall as a house, into the ground. Then, two other giant commanders, the redhead woman representing the giants of the far north, and the bearded hulk representing the giants of the forest, did the same. Everything happened in total silence.

Then, Arthur gestured at Nimue, who stepped forward and addressed both groups:

"Let it be known that from this day on, the giants swear fealty to Arthur, the Savior of Men, the Conqueror of Avalon, the lord of the Round Table. Let these swords remind generations to come of the giants' promise to never again take up arms against men."

One by one, the giants bent the knee. Nimue raised her hands, and the air rippled with magic.

Soldiers cheered, shouting Arthur's name, and servants immediately started bringing forward army carts, converted into tables, around which giants sat with men, finally relaxed. It was time to celebrate!

Gain the **"Conquest"** part **4** status.

Remove the **"Whitepoint"** Location (**348**) from the game and replace it with the **"Giant's Oath"** Location (**349**). Move all Characters to this Location.

Go to Verse 529.

712

Executing several cowards on the spot sets a proper example.

Lose 3 Rep. Each Party member with higher than 3 gains 1 .

Go to Verse 720.

713

After reaching the outside, the giants' children rush down the steps and into the nearby woods. You have no chance to stop them. You can only hope you did the right thing, and that it will be enough to convince the giants to abandon their war.

As you leave the steps behind, an exhausted messenger stops his horse in front of you...

CONGRATULATIONS! You've completed your Quest.

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Special Event K** card. Do not change the structure of the rest of the deck!

Exploration ends.

715

Amidst the airy dream that is Corbenic, behind the mists alight with gold, you find the Fisher King, still stooped over his oaken rod at the edge of a woodland lake. His weary eyes watch the water for ripples. The walls of the castle shine a pristine white, reflected in both his gaze and the mirrored surface of the lake. You hear only the buzz of dragonflies and your own heartbeat in this realm of contemplation.

"So, you've witnessed my failings," the king says. "You were there in the beginning, at humanity's fall, and at the end. You followed a path that began in the depths of Tuathan, and through many different lives ended with the fate of Avalon in your hands alone. Tell me: after all this, do you know the right question? Are you prepared to ask it?"

As you contemplate carefully, memories flood your mind. Hundreds of your incarnations across time, of all sizes and genders, all imparted with the same guardian spirit of the same color whisper to you in a single voice. Their collective knowledge leads you to a simple conclusion.

What is your ultimate question?

- **"Whom does the Grail serve?"** – go to Verse 734.

716

Dragonflies buzz over the lake. Crickets play in the meadows.

- **Wait** – go to Verse 605.

717

As the horrifying wave of enemies approaches, your line begins to unravel. Lancelot rushes to quell the panic, but he can't be in all places at once. You have to do something!

- **Make a grand speech** – *You will make the best use of your eloquence. Should you fail, the formation might break.* Go to Verse 427.
- **Show them you're not afraid** (requires a Commander with at least 4) – *You will take place in front of the formation and suffer the brunt of the first attack. Horrific injuries or death are a real possibility.* Go to Verse 729.
- **Make an example of cowards** (requires a Commander with at least 4) – *You will force the men into submission, by making quick bloody work of those who break the line. Your reputation might suffer, but the formation should hold.* Go to Verse 712.

720

The enemy hits your lines like an iron wave. Even bereft of wyrdness, Avalonian warriors are unbelievably strong. The first attack almost breaks your force, even though your men fight on a steep incline, behind rocks and boulders.

To make matters worse, you spot a bright point in the distance, above the battle. A many limbed, flickering apparition is watching from above Tuathan's walls. Even if you manage to survive the onslaught, how do you plan to win against the creature that killed Merlin and scared the Pale Lady?

"It's madness!" Lancelot says, fighting his way to you. "Where's Arthur?"

- **"He will come!"** – go to Verse 722.
- **"He won't come. We have to retreat!"** – go to Verse 724.

721

You accomplished your task and returned alive — not something the king's agents are known for. Still, you know better than to expect lavish rewards or recognition.

If you **have** the **"Trials"** part **1** status and you **don't have** the **"Victories"** part **1** status: gain the **"Victories"** part **1** status and go to Verse 611.

If you **have** the **"Trials"** part **3** status and you **don't have** the **"Victories"** part **3** status: gain the **"Victories"** part **3** status and go to Verse 435.

If you **have** the **"Trials"** part **4** status and you **don't have** the **"Victories"** part **4** status: gain the **"Victories"** part **4** status and go to Verse 357.

If you **have** the **"Trials"** part **5** status and you **don't have** the **"Victories"** part **5** status: gain the **"Victories"** part **5** status and go to Verse 527.

722

You feel as if you're drowning. It takes all your strength just to keep yourself from dying in the relentless onslaught of enemy warriors.

If there's a red marker in this Location, each Character loses 6 reduced by their .

Read on:

You're about to give up when — far beyond the battle, on the other side of the basin — you notice a third army approaching. The pressure from the Avalonians lets up, as they notice this new enemy too. Their flank wheels to face this new threat.

"The Banner of Pendragons!" Lancelot shouts. "It's Arthur!"

However, Arthur's army does not charge into the basin. Instead, the Pale Lady steps forward. The Avalonians stop their attack, turning to her with almost palpable hatred, while she extends her hands toward the spire. Suddenly, the spire begins to turn. The sound of wyrdstone, ripped apart by forces beyond imagination, fills the air. Like a giant dagger, aimed at the heart of the island, the enormous structure begins to descend, inch by inch. The next thing you know, columns of water shoot up around the spire; an entire underground ocean, pushed to the surface. Avalonians begin to scatter. Doomwings shriek in terror. A boiling, muddy flood quickly engulfs those closest to the spire.

"Don't let them escape. Keep them in the basin!" Lancelot shouts, spotting the opportunity. Your soldiers quickly push against the confused Avalonians and spread along the edge of the basin. On the other side, Arthur's forces prepare to do the same.

The Avalonians try to fight both you and the flood, but without wyrdness to shape, they are just towering hulks in heavy armor. As the basin's slopes become wet, they slide down in mud, helpless like children. They extend their hands towards the heavens, as the water covers their three eyed faces. A bright, shape shifting figure in the skies tries to come to help, but as it gets closer to the basin, it begins to unravel into strands of light and is forced to return. It seems it can't exist without wyrdness.

Soon, the entire dale in front of you turns into a giant cauldron, the top of the spire jutting out of it like an island. The water laps your feet. There is an ominous silence.

Discard the Enemy Army.

Discard the **"Gnarled Spire"** Location card (**357**) and replace it with the **"Mirror Lake"** Location card (**358**). If there are any tokens present on Location **357**, move them to **358**. Then, move all Characters to the **"Mirror Lake"** Location.

Go to Verse 575.

723

Many of your soldiers abandon you, and many others lose heart. The upcoming battle will be that much harder...

Each Commander discards one random Unit and loses 2 Rep.

Place a red marker on this Location.

Go to Verse 720.

724

Your words cause many soldiers to break ranks and run — and even Lancelot now seems riddled with doubt. But it is too late to retreat now, with the enemy flanking your line on both sides.

Place a large marker on this Location. Go to Verse 722.

725

Days pass while you try to maintain a fragile peace in Tintagel. At night, cloudy, strange dreams haunt you; visions of the many limbed, many eyed flickering creature, floating in a torrent of pure wyrdness.

Finally, one morning, a messenger brings an urgent dispatch from Northpost. The first survivors of Arthur's expedition were spotted — small, ragged bands of wounded, hungry and broken men. Many different, bleak rumors sprout in the city, and you realize the only way to learn the truth is at its source. If Arthur and his army are truly gone, then the Age of Conquest came to an end. Preparations must be made for the civilians to flee Avalon...

CONGRATULATIONS! You've completed **Chapter 13** of the **"Age of Legends"** campaign!

Each Character gains 2 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 14** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

727

You disembark the ship in the Creaking Cove, walking onto the deck of another vessel that acts as a mooring post. Your unusual ward causes so much stir. But suddenly, the envoy stops.

"Traitor," it utters, as it extends its hand to a group of bystanders.

Before you can stop him, the envoy emits a wave of pure energy that blasts everyone on the deck off their feet. Everyone, but a single person, clad in a simple cloak. Nimue!

"Traitor!" the envoy yells, as its skin begins to shred. The bones and horns inside begin to unfold rapidly, and you can't believe how many of them were packed into the creature's humanoid frame. The skeleton grows, until it's as large as the surrounding ships. As flesh begins to cover it, Nimue screams:

"Run! It is him! It is the Stagfather!"

You instantly understand. Getting the envoy here was not a setup for the last part of the plan. It WAS the last part of the plan. And now, the ancient god of the hunt is unfolding himself on the creaking ships of the cove. Nimue grabs you by the wrist, and together you run through several swaying and creaking ships, trying to ignore the screams of people trapped between their hulls. As you get to safety of the shore, Nimue turns back towards the Stagfather's Avatar, now as large as the ships, trying to make its way ashore.

"I'm sorry! I'm sorry! I had to see him. To make sure he's not dangerous. He had to feel me prodding," she explains.

If you **have** Secret card **55**, go to Verse 728.

If you **don't have** Secret card **55**, go to Verse 731.

728

"I'll try to keep him here," Nimue says. "Please, gather as much help as you can and set up a blockade on the fields south of the Treetop Cathedral. The Avatar can't reach its shrine, or it will be too powerful to stop!"

As you turn to run, Nimue weaves a spell. Suddenly, the ships in front of the Avatar explode with fire. The beast rears and roars, causing waves that smash the hulls and rip out the chains keeping the ships together.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Special Event P** card.

Exploration ends.

729

Without a word, you move into position in front of the ranks, in the center of the line. Here, you will bear the brunt of the enemy charge, but your sight fills human soldiers with courage.

Place a red marker on this Location. If you **have** Secret card **83**, go to Verse 539. Otherwise, go to Verse 720.

730

As soon as you enter the king's war room, Arthur says:

"I must return to the tower of wyrdstone. The lady... we're making progress, she speaks to me. Well, I suppose I shouldn't call this speaking, but I'm starting to understand her. And the things she says..."

Arthur is at a loss for words. He shakes his head, before continuing.

"Now that our flank is safe, I intend to push north. I sent Percival and a party of knights to finish clearing out the steps. They climbed the cliffs by the way of the Dark Morass, they secured the northern passage and started raising a new camp, Northpost. I want you to go there and report to the camp's commander, as discreetly as you can. He will pass on my orders..."

The king looks at you with strange suspicion in his eyes.

"And one more thing, Executor. I heard rumors of people who would gladly see me vacate the throne. For your sake, I hope you have nothing to do with them."

You nervously nod your head.

CONGRATULATIONS! You've completed **Chapter 7** of the **"Age of Legends"** campaign!

Each Character gains 2 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 8** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

731

"You will need to gather as much help as you can and set up a blockade on the fields south of the Treetop Cathedral. Take this. It will allow you to raise troops and command the king's armies."

Gain the **"Royal Executor"** Secret card (**55**).

Hint: You may raise troops in Tintagel (**380**), Windswept Highland (**367**) and several other Locations.

"Remember, the Avatar can't reach its shrine, or it will be too powerful to stop!"

As you turn to run, Nimue weaves a spell. Suddenly, ships in front of the Avatar explode with fire. The beast rears and roars, causing waves that smash hulls and rip out the chains keeping the ships together.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Special Event P** card.

Exploration ends.

734

The Fisher King smiles beneath his beard and slowly nods.

"So simple a question, isn't it? And the answer is likewise. So, whom does the Grail serve in the end? The kingdom? The gods? The knights and kings of our mortal world?"

Yet again, an answer comes to you effortlessly.

- **"The Grail serves only those who seek it."** – go to Verse 760.

735

Frightened soldiers start to pass your words around, and the lines begin to unravel. Lancelot sends you a furious glance, then rushes to quell the panic, but he can't be in all places at once. Many soldiers retreat, but the rest stay. You cannot abandon them like that.

Place a large marker on this Location. Go to Verse 717.

745

In the middle of this quiet room at the back of the bastion, a war map lies on a round table that's a pale replica of the grand Round Table left in the Homelands.

Near the table, witnessed only by one silent knight, the king tells you he'd rather not have you give an account of your campaign in front of all these people. Especially now, when so many question his rule. Still, the milk is spilled, and Arthur holds no grudge for speaking the truth. Especially considering how impressed he is by your lone trek from the western lands.

"I'm surrounded by vipers and snakes," he says with a weary voice. "I could use someone like you – with no loyalty to any noble family, and with your experience in travels through the wyrdness. If you help me, perhaps we will find a way to make the Avalonians pay for the death of Merlin and for the slaughter you've experienced... First, there's an urgent task I'd like to give you."

Gain the **"King's Favor"** part **1** status.

Go to Verse 750.

750

The king sends you on a secret mission of grave importance.

Choose which mission you'd like to embark upon.

Hint: Throughout the campaign, you will be able to pursue several of these stories, but not all of them. Choose carefully and make sure to visit different parts of the island for a more varied experience.

- **Locate the king's sister** (only if you **don't have** the **"Victories"** part **1** status) – *Lady Morgaine never arrived from the Homelands. Her galley was lost at sea with all hands. Recently, however, some travelers claim to have seen her ship in a sheltered cove on the southern coast of the island.* Go to Verse 560.
- **Help in the war against the giants** (only if you **don't have** the **"Victories"** part **2** status) – *An army of giants is amassing to the west, in the central part of the island. Even a couple of these fearsome enemies posed a challenge during previous sieges. A whole warband of them could easily overpower Tintagel.* Go to Verse 540.
- **Investigate the Stagfather's cult** (only if you **don't have** the **"Victories"** part **3** status) – *The ardents of the dark god of the hunt are growing more numerous by the day, and they are raising some giant structure in the forest not far from Tintagel. It is imperative to discover their plans. This task will lead you to the far western part of the island.* Go to Verse 644.
- **Aid the builders** (only if you **don't have** the **"Victories"** part **4** status) – *Tintagel is too small to be the seat of the king. A group of architects and engineers was sent north east, to the eastern shore of the island, to find and secure suitable ground for a new, much larger, and more formidable fortress. Unfortunately, their reports stopped not long ago. Try to find out what's wrong.* Go to Verse 580.

751

Thus, ends your story. From the chaos of a lost battle, through unknown lands you returned to struggling humanity, bearing the most precious gift of all. In times of uncertainty and strife, you carved your own path the best you could until – eventually – you marched into Tuathan and faced an envoy from the dark beyond.

Although your journey ends, your actions leave an everlasting mark on the history of Avalon.

You have finished the Age of Legends campaign!

If you **have** the **"Victories"** part **6** status, go to Verse 830.

Otherwise, go to Verse 800.

755

In the darkest depths under the arches, where the roar of the sea seems to be coming somewhere from above, you enter a cave too regular to be natural and too ancient to be made by people. There, a fair skinned woman sits on a throne – hands with sharp talons rest on her lap. If she was standing, she would be twice as tall as you.

So, it is true. The ancient goddess, Arthur's mortal enemy, came to Avalon.

"Watching your daring exploits was a welcome distraction," she says. "But now, it ends."

- **Fight her** – go to Verse 599.
- **Convince her to stop** – go to Verse 479.
- **Ask her about her plans** – go to Verse 609.

760

"A fact it took me all too long to understand," the Fisher King says with a sigh. "The Grail was made to be sought, not to be found. It is a goal to which we strive, but never achieve. You see, a person could have all the riches and happiness of the world yet they would still desire more – the return of a loved one from the dead, a frontier unseen, a new life in a different time, in a different world...."

"Humans are not designed to be content with what we have. We desire always what lies beyond the next hill, or around the next bend in the road. And the Grail ... well, it provides us with the ultimate, purest goal."

The morning wind chases away the mists, and the castle on the lake shimmers blindingly like a mirage.

"The first time I stepped into Tuathan, I was sure the Grail was a missing piece of my legend. I thought that if I created one of wyrdness, all would be complete. I was never meant to find the Grail, though – no one is. In my arrogance, I used a primal, dangerous power to obtain that which should remain unobtainable."

As he speaks, you find it hard to focus on his words. Your shoulders feel peculiarly light. The ground beneath your feet seems to dissolve.

"Do not be alarmed," the Fisher King says. "You asked the right question. In very few legends of the Grail there is one capable of doing that. The Grail has accepted you."

As everything dissolves into pure light, you hear the distant final words of the Fisher King – of Arthur Pendragon, the Once and Future King.

"Time to begin anew."

Discard all Location cards. Place the **"The End and The Beginning"** Location card (**399**) on the table and move all Characters there.

When you're ready, explore this new Location for free.

771

Now that more and more settlers reach the northern part of the island, a new problem arose that requires the attention of a Royal Executor.

- **Assist the frontier settlers** (only if you **don't have** the **"Victories"** part **5** status) – *Feral warbeasts, a product of dark magic not related to wyrdness, attack travelers in the far corners of the land. There has been no word from one of the new settlements in the Reach.* Go there and investigate. Go to Verse 660.
- **Locate the king's sister, help in the war against the giants, investigate the Stagfather's cult, or aid Kamelot's builders** – go to Verse 750.

772

The king quickly lays out the situation. You can either tackle one of several problems that arose throughout the realm or focus on pushing the conquest of Avalon to the end as fast as possible.

You can forgo the next Executor Quest and move directly to the next step of the war for Avalon, if you wish!

- **Assist the frontier settlers** (only if you **don't have** the **"Victories"** part **5** status) – *Feral warbeasts, a product of dark magic not related to wyrdness, attack travelers in the far corners of the land. There has been no word from one of the new settlements in the Reach.* Go there and investigate. Go to Verse 660.
- **Locate the king's sister, help in the war against the giants, investigate the Stagfather's cult, or aid Kamelot's builders** – go to Verse 750.
- **Focus entirely on the war of conquest** (this will skip **Chapter II**) – go to Verse 565.

773

With some trepidation, you bring Faol to the spirit healer and ask the one question that sent you on your travels, months ago.

"Is she... my mother? Please, tell me the truth."

The Spirit Healer nods silently. She lights up some incense. She covers the wolf's head with ochre paintings and falls into a deep trance. When she wakes up, her face is troubled.

"This question... There's no easy answer I could give you, I'm afraid," she answers. "If you want to know if the spirit of your dead mother found a home in its body, then... no. Your mother died and stayed in the Homelands."

You feel a lump in your throat as you fight an urge to lash out at her, to deny her with all your strength.

"But... As you were traveling the world with this wolf, braving the wyrdness, you did something to it. You imprinted it, slowly changed it. And now... there is something in this animal. An echo of human consciousness buried deep, nascent. So, is it your mother, after all? Or not? It's up to you to decide my child."

You cry, cradling Faol's warm head. The wolf licks your face as if it was trying to tell you none of it matters.

If you **don't have** the **"Inquiries"** part **4** status, **Caolin** gains 5 Exp and loses all . Gain the **"Inquiries"** part **4** status. Exploration ends.

775

Arthur makes the most of the time you gave him. As you keep the Ever dweller distracted, he starts to give shape to the enormous torrent of primordial wyrdness. Slowly, a castle begins to surround the king, until walls obscure him, climbing higher and higher.

The creature lets up its assault and flies away with a strange multi pitched wail. Does it know it lost?

It seems, though, that Arthur is losing too.

The castle is wrong. It was clearly modeled after Camelot from the Homelands, but the larger it grows, the more it skews, walls bending like an image on melting glass. Giant stones fall down. Walls flow like tar. Without a second thought, you rush into the structure to help Arthur.

Lower courtyard. Upper courtyard. A hallway, twisting around itself like a braid. A throne room with a luminescent cocoon where a throne ought to be. Arthur's pained scream comes from the side from the chamber of the Round Table.

Go to Verse 790.

776

There's not enough room for your troops aboard!

- **Disband your troops** – *You thank them for their service and send them off to Tintagel.* Discard all your Units and gain 1 Rep for every Unit discarded this way. Then, go back to Verse 777.
- **Reconsider** – Exploration ends.

777

If you **have** any MP and you **don't have** Secret card **93**, go to Verse 776. Otherwise, choose one:

- **Sail to Stiltwood** (requires the **"Ports of Avalon"** part **1** status) – go to Verse 778.
- **Sail to Twin Sisters** (requires the **"Ports of Avalon"** part **2** status) – go to Verse 779.
- **Sail to Creaking Cove** (requires the **"Ports of Avalon"** part **3** status) – go to Verse 780.
- **Sail to Stepped Pyramid** (requires the **"Ports of Avalon"** part **5** status) – go to Verse 782.
- **Sail to Isle of the Dead** (requires the **"Ports of Avalon"** part **6** status) – go to Verse 783.
- **Sail to Dreadlands** (requires the **"Ports of Avalon"** part **7** status) – go to Verse 784.
- **Reconsider** – Exploration ends.

778

If the **"Stiltwood"** Location (**318**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Stiltwood"** Location (**318**) on the table.

Attach Locations **319** and **317** to the appropriate edges of the **"Stiltwood"** Location (**318**).

Move all Characters to the **"Stiltwood"** Location (**318**).

All Characters Pass for the rest of the Day.

Exploration ends.

779

If the **"Twin Sisters"** Location (**324**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Twin Sisters"** Location (**324**) on the table.

Attach Locations **323** and **325** to the appropriate edges of the **"Twin Sisters"** Location (**324**).

Move all Characters to the **"Twin Sisters"** Location (**324**).

All Characters Pass for the rest of the Day.

Exploration ends.

780

If the **"Creaking Cove"** Location (**370**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Creaking Cove"** Location (**370**) on the table.

Attach Locations **367** and **380** to the appropriate edges of the **"Creaking Cove"** Location.

Attach Location **375** to the appropriate edges of Locations **367** and **380**.

Move all Characters to the **"Creaking Cove"** Location (**370**). All Characters Pass for the rest of the Day.

Exploration ends.

782

If the **"Stepped Pyramid"** Location (**336**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Stepped Pyramid"** Location (**342**) on the table.

Attach Location **352** to appropriate edge of Location **342**.

Attach Locations **353** and **341** to the appropriate edges of Location **352**.

Move all Characters to the **"Stepped Pyramid"** Location (**342**).

All Characters Pass for the rest of the Day.

Exploration ends.

783

If the **"Isle of the Dead"** Location (**334**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Isle of the Dead"** Location (**334**) on the table.

Move all Characters to the **"Isle of the Dead"** Location (**334**).

All Characters Pass for the rest of the Day.

Exploration ends.

784

If the **"Dreadlands"** Location (**328**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Dreadlands"** Location (**328**) on the table.

Attach Locations **305**, **337**, and **330** to its appropriate edges.

Move all Characters to the **"Dreadlands"** Location (**328**). Ignore the ⚡ rule on this card.

All Characters Pass for the rest of the Day.

Exploration ends.

785

You're glad the return trip doesn't take much time. The envoy is a disturbing companion you'd rather get rid of as soon as possible.

If the **"Creaking Cove"** Location (**370**) is revealed, all Characters move there and go to Verse 727. Otherwise:

Discard all Location cards.

Place the **"Creaking Cove"** Location (**370**) on the table.

Attach Locations **367** and **380** to the appropriate edges of the **"Creaking Cove"** Location.

Attach Location **375** to the appropriate edges of Locations **367** and **380**.

Move all Characters to the **"Creaking Cove"** Location (**370**).

Go to Verse 727.

790

The room looks like a dark twin of the one from the Homelands. Instead of a table, a round pit, filled with boiling wyrdness. Instead of knights, a row of disturbing statues around the pit. Arthur is at the other side of the pit, his witchblade driven into the ground. The king reels from exhaustion, focusing his powers on the wyrdness coiling in the pit.

You want to drag him out of this room, fearing the crooked castle will collapse, but he refuses to move.

"No! The castle... is all wrong... The Grail... is tainted. But I can't fail here! If we're to survive, Avalon needs immortal guardians, a brotherhood to watch over the island when I'm gone. A new Round Table. I need to... I have to..."

Eventually, the exhaustion is too overwhelming. The king collapses. As you lean to pick him up, something reaches to you from the boiling pit.

Go to Verse 791.

791

If you're not playing **Caolin**, go to Verse 792. Otherwise, **Caolin** reads:

As this influx of wyrdness probes you, it finds the soul of a true warrior. A fierce instinct compelled to protect others. A love of simple, direct solutions. Willingness to stand in the front line.

The wyrdness takes all these concepts and reforges them into a single idea. Blue like well honed steel. Blue like waves of the ocean. For a moment, you're lost in a blue dream. When you wake up, you are something more. You feel another presence in your body, hidden somewhere at the back of your head.

A guardian spirit, bound to protect Avalon.

Go to Verse 792.

792

If you're not playing **Duana**, go to Verse 793. Otherwise, **Duana** reads:

Spectral tendrils push themselves into every corner of your mind. There, they find an unquenchable thirst for knowledge. An instinct that compels you to seek what was hidden, and bring back what was forgotten. The willingness to take power from any place, as long as it can benefit those you choose to protect.

The wyrdness takes all these concepts and reforges them into a single idea. Brown like old scrolls and ochre paintings. Brown like paths and trails going to strange, distant places. When you wake up, you are something more. You feel another presence in your body, hidden somewhere at the back of your head.

A guardian spirit, bound to protect Avalon.

Go to Verse 793.

793

If you're not playing **Naazer**, go to Verse 794. Otherwise, **Naazer** reads:

A power beyond your understanding inspects you, fiber by fiber. It finds the soul of a traveler. An instinct that always pushes you toward the new. A penchant for discovery and deeper understanding of rules that govern each place and each person. The speed of thought coupled with the speed of body.

The wyrdness takes all these concepts and reforges them into a single idea. Green like a lone trek through the wilderness. Green like mysteries of nature ensorcelled in leaves and grasses. Green like a herbal mixture. When you wake up, you are something more. You feel another presence in your body, hidden somewhere at the back of your head.

A guardian spirit, bound to protect Avalon.

Go to Verse 794.

794

If you're not playing **Thebalt**, go to Verse 795. Otherwise, **Thebalt** reads:

The wyrdness shines through you like torchlight through a thin sheet of paper. Inside, it sees many peculiar things. A drive to perfection in everything you do. A hidden nobility that pushes you to always do the right thing, regardless of consequences. A deep understanding of loss that makes you a better, more compassionate human.

The wyrdness takes all these concepts and reforges them into a single idea. Gray like the stone walls of a castle or like silent skies watching over travelers. Gray like a sadness for all things gone. When you wake up, you are something more. You feel another presence in your body, hidden somewhere at the back of your head.

A guardian spirit, bound to protect Avalon.

Go to Verse 795.

795

If you're not playing **Niamh**, go to Verse 796. Otherwise, **Niamh** reads:

As the tendrils reach you, they find something surprising, tucked under your robe. A golden, warm goblet you stole from the cocoon, while pass ing through the throne room. It was too tempting. Too radiant. Without thinking too much, you ripped it out of its place above the throne

Two powers fight over you for a brief moment. The power from the pit that tries to transform you. And the power of the cup that tries to punish you for your blasphemous act. Finally, they reach a perfect equilibrium and forge all your quirks and contradictions into a single idea. Red like luxurious silk and fine wine. Red like sudden betrayal. Red like the blood that pumps in your veins and flushes your cheeks. Red like raw meat. When you wake up, you are something more. You feel another presence in your body, somewhere at the back of your head. It is heavy, painful.

A burden you will have to wear for centuries to atone for your sacrilege.

Go to Verse 796.

796

You remember little of your flight from the twisted echo of Camelot, but finally you were able to drag the king outside. You are tired, wounded. But the new radiant energy that you experienced in the chamber of the Order pushes your broken body forward.

As you leave the castle behind, a flickering creature lands in front of you, extending its countless hands, each with an eye in the middle of its palm. It does not attack. Instead, it begins to talk to you, its sentences sprouting directly in your mind.

The thing from beyond the stars tells you the human conquest of Avalon broke an eternal balance between three realms the souls were flowing through in an endless cycle: the human world, Avalon, and the place beyond. He was sent to restore this balance. He failed to stop Arthur, and he can't enter the citadel the king built. He asks you to undo your damage. To walk back into the citadel, remove Excalibur and return this place to the Avalonians.

You laugh at the creature. You're not afraid to fight. You are so much more now, and your mission is to protect humanity. You expect the thing to kill you. Instead, it shapes the wyrdness around you and pulls you down, to a distant place in a distant time...

CONGRATULATIONS! You've completed **Chapter 14** of the **"Age of Legends"** campaign!

Each Character gains 2 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Discard all Locations. Place the **"Broken Cuanacht"** Location (**121**) from the Fall of Avalon campaign in the middle of the table. Place all Characters there.

Either Save your game or draw a **Chapter 15** Setup card and follow its instructions to begin the next Chapter!

IMPORTANT: Make sure you read the first Event card carefully – exploring Location **121** takes you to the **"Fall of Avalon"** Section of this journal (**390**) instead! Write this down on your Save Sheet if needed. Exploration ends.

799

Uh-oh! This means you did not mark off one of your previously completed quests as a victory by ticking the appropriate **"Victories"** status! You can repair this by adjusting your Save Sheet now:

If you completed the search for Arthur's sister, mark the **"Victories"** part **1** status.

If you thwarted the giants' invasion, mark the **"Victories"** part **2** status.

If you foiled the Stagfather's plans, mark the **"Victories"** part **3** status.

If you helped the builders of new Kamelot, mark the **"Victories"** part **4** status.

If you brought relief to the people of the Reach, mark the **"Victories"** part **5** status.

Now, discard your Event Deck, return to the Setup card that redirected you here and resolve it again from the beginning.

800

It took many weeks, but eventually the Mouth of Tuathan spat out a lone figure that stumbled into the light of the living world, pained and confused. King Arthur was the last known survivor of the grand army that invaded Tuathan, but one could argue he didn't really survive.

Having failed to create a new Kamelot, a new Grail, and a new Round Table, the king was broken. The fact that ripping out the heart of Tuathan shook the city and panicked the Avalonians, stopping the war, was of little consolation. So many knights and heroes were lost in the city, no one could recount their names — including yours.

If you **have** the **"Arbiter"** part **8** status, go to Verse 815.

If you **have** the **"Arbiter"** part **9** status, go to Verse 840.

805

Eventually, your life ended, as all lives do. But there was one stubborn part of your being that resisted death — a guardian spirit, shaped by Arthur from pure wyrdness, as he tried to bring forth a new Round Table. With your last breath, this arcane amalgam of heroic concepts flew from your body and kept circling Avalon, until it found a new born to reincarnate into.

Though neither Arthur, nor Merlin, nor the Pale Lady could have ever guessed, this force became the most enduring effect of the Age of Conquest, returning for a full millennium in different bodies and different times.

The time of the fall, when the menhirs began to fade.

The time of the end, when cold gripped Avalon, and a knight lost to wyrdness returned.

And other times, in other stories, that are yet to be told.

Go to Verse 890.

810

You never forgot a failed expedition into the west that crossed your path with Merlin and led you to become a Royal Executor in the first place. It seemed fitting to finish what Merlin and Galahad couldn't.

With a large force of veterans and brave knights, you once again passed Riverfall, made your way through the lands that etched themselves in your mind, passed the first menhir you ever lit, and headed into the unknown, where another story was about to begin.

Go to Verse 805.

815

Arthur returned to a world that didn't want him anymore. His failures were now widely discussed and criticized. His crown became a hollow title, as nobles of Tintagel took over the real power, putting the kingdom on a new path to progress. Castle Kamelot on the eastern coast of Avalon was eventually finished — not from wyrdness, but from rough stone — and the king lingered in its empty halls and chambers, dwelling on mistakes, and afraid to show his malformed body to his people, until the end of his days.

Centuries later, his name returned, as he became a popular hero of folk tales and bard songs. Like a voracious parasite, his legend swallowed the legends of many lesser heroes, attributing their deeds to Arthur. This included everything you did as a Royal Executor.

Go to Verse 850.

820

This place always felt like home, and now it's become one. You settle in a nice plot of land and live happily. How could you not? After your travel into the future, you know that in the end, all shall be well, and all manners of things shall be well. Sweat browed people shall raise the towers of Kamelot to staggering heights. Farmholds shall flourish under the watchful gaze of the menhirs. Many centuries of sorrows and happiness, of strife and peace shall follow.

This is a reassuring thought.

Go to Verse 805.

825

Join Secret cards **90**, **91** and **92** together. Decode the Secret number they create and go there.

830

It took many weeks, but eventually the Mouth of Tuathan spat you out, the light of the living world burning your eyes as you stumble onto sickeningly solid ground. The king returns with you. Broken in body and mind, he failed to create a new Kamelot, a new Grail, and a new Round Table. At least the fact that ripping out the heart of Tuathan shook the city, panicked the Avalonians, and stopped the war, offered him some consolation.

Behind, a ragged band of soldiers and knights follows you out of the valley, a sad reminder of Arthur's grand army. Though there's only a couple of hundred of them left, you know even this number will be instrumental in ensuring the safety and stability of the realm — and in training new generations of knights in warfare against the wrydness and its masters.

If you **have** the **"Arbiter"** part **8** status, go to Verse 815.

If you **have** the **"Arbiter"** part **9** status, go to Verse 840.

840

Arthur returned to Tintagel which welcomed its king with open arms and with weeks long celebrations. He went on to rule for decades, slowly rebuilding Avalon in the shape of the Homelands, raising cities, castles, and restoring old traditions — all in the comforting glow of the menhirs that kept humans safe from wyrdness.

After his death, stories of his deeds only grew, as people attributed more and more to him alone, slowly forgetting lesser heroes, such as yourself. In a century, Arthur was a king of legend, the mightiest to have ever lived, his mistakes erased from memory. People from all over the island flocked to see his tomb, and his statue in Kamelot.

Go to Verse 850.

850

History did not remember you, but it didn't mean your path came to an end. Without the need to operate in the shadows, the Royal Executors were disbanded. You were to do as you pleased, and could follow your own desires, instead of partaking in someone else's legend.

What new quest will you embark upon?

- **Sail away to the Homelands** – go to Verse 870.
- **Lead an expedition into the west** – go to Verse 810.
- **Settle down in Cuanacht** – go to Verse 820.
- **Visit Corbenic and answer the question of the Fisher King** (requires Secret cards **90**, **91**, and **92**) – go to Verse 825.

870

Nearly four years have passed since humans left the Homelands. And even though the months-long travel to a new, promised land was a living nightmare, you are ready to repeat this trek, if it means learning more about the fate of the human lands.

The winds are favorable. Your trusty ship cuts waves like a knife. You set your eyes on the horizon knowing that – one day – you will see the golden spires and high walls of Camlann rising from the morning mists...

Go to Verse 890.

890

If you **have** the **"Saved by Godess"** status, go to Verse 895. Otherwise, go to Verse 901.

895

During the conquest of Avalon, when the existence of all humanity hung by a thread, the Allmother had her hands full. She decided to intervene, saving you, and allowing you to complete your quest. At the same time, prayers of other heroes fighting overwhelming odds in other corners of the island were left unanswered.

Suggestion: We suggest you should cross out or destroy your Save Sheet. Only achievements made without any help should be carried over to the next campaigns!

Go to Verse 901.

901

Thank you for playing!

TAINTED GRAIL: AGE OF LEGENDS CAMPAIGN

Lead writer: Krzysztof Piskorski

Additional Writing: Andrzej Betkiewicz

Editing: Matt Click, Krzysztof Piskorski

Proofreading: Matt Click, Dan Morley

Tests & Development: Krzysztof Belczyk, Bartłomiej Kalisz, Ernest Kiedrowicz, Adrian Krawczyk, Łukasz Krawiec, Michał Lach, Krzysztof Piskorski, Paweł Samborski, Jan Truchanowicz, and others.

Graphic Design: Jędrzej Cieślak, Maria Pinkowska-Porzycka, Andrzej Półtoranos, Adrian Radziun

3D Graphics: Jędrzej Chomicki, Piotr Gacek, Mateusz Modzelewski, Agnieszka Pogan , Jakub Ziółkowski

Illustrations: Cheng Yu Chao, Jakub Dzikowski, Piotr Foksowicz, Tran Huy, Patryk Jędraszek, Jakub Kaźmierczak, Adrian Komarski, Piotr Kryński, Ewa Labak, Pamela Łuniewska, Anna Myrcha, Piotr Orleański, Michał Peitsch, Krzysztof Piasek

2.0 Edition: Krzysztof Piskorski, Michał Lach, Konrad Sulżycki, Adrian Krawczyk, Wiktoria Ślusarczyk, Anna Czajka, Jacek Szczypiński, Patrycja Marzec

If you enjoyed your journeys through Avalon, please share your experiences with us and other players, and rate the game online, helping it grow and reach more Travelers. And keep your donkey and your Wayfarer's Leaves ready– it may not be the last time you Explore...

THE END